

THE MINES OF SELKA

An adventure for use with

STAR TREK[®]
THE ROLE PLAYING GAME



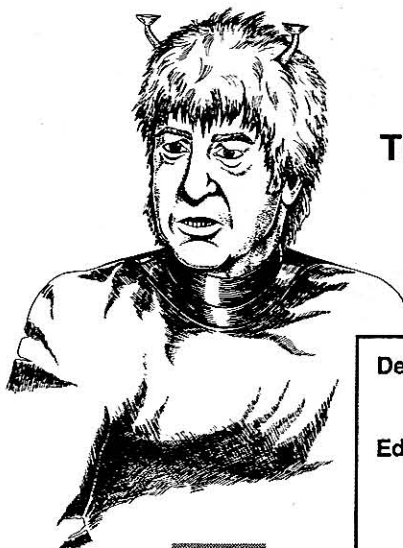
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THE MINES OF SELKA





THE MINES OF SELKA

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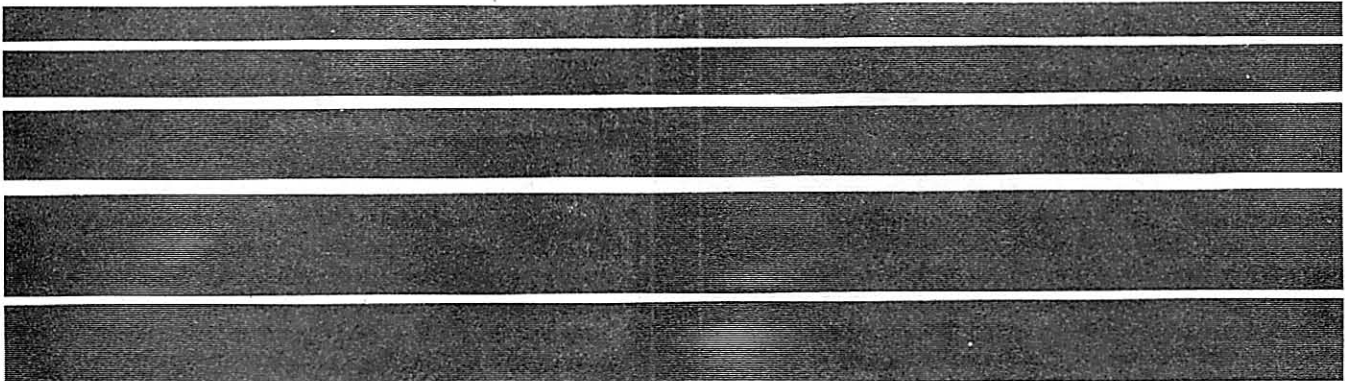
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INTRODUCTION

The Mines of Selka is designed for four to ten characters aboard the *Albert*, a 14,360 metric-ton exploratory/investigation vessel. This scenario is intended to be played by crewmembers of Federation Star Fleet personnel, although it may also employ Andorians or other alternatives, as elaborated in the **Gamemaster's Notes**. The events take place near the Orion homeworld and colonies in the Rigel system.

The adventure follows the activities of a team of Star Fleet operatives assigned to investigate the disappearance of Federation merchant vessels as well as some pleasurecraft and neutral shipping in a region of space not far from the Orion homeworlds. Computer projections have narrowed the field of inquiry to the area of space surrounding three systems, including Selka. The *Albert* is one of five search vessels assigned to investigate these systems, and all the ships were chosen for their sensor arrays. Whether or not to keep the mission clandestine is up to the team. An advantage is that persons antagonistic to Star Fleet might be more willing to cooperate, but a disadvantage is that the appearance of Star Fleet operatives might warn off those responsible for the recent ship losses.

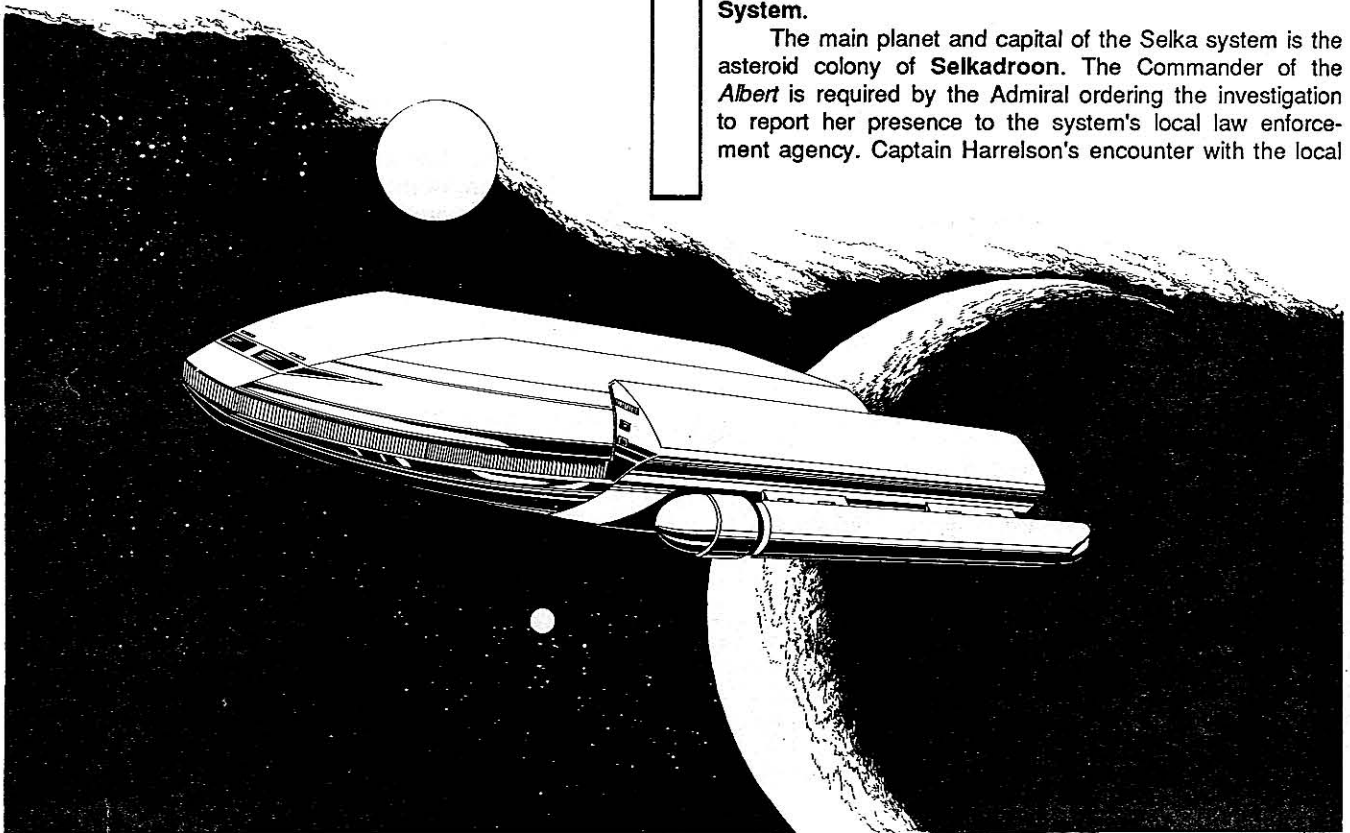
PLOT SYNOPSIS

In **New Orders**, the *Albert* is called away from its investigation of Orion smuggling operations to a briefing at the local Star Base, to which four other vessels of similar size and equipment have also been summoned. The Commanders of each of these five spy vessels are then given **The Briefing**. After this, the team aboard the *Albert* is on its own, as the other ships will be in other areas. The *Albert's* crew is assigned to the Selka system. Their mission is to inform Star Fleet of any suspicious activities, investigate them, and, if possible, rectify the situation.

This mission is somewhat discouraging to the *Albert's* crew because they felt they were on the verge of breaking open their investigation of Orion activities. Some of the data they have gathered suggests that more than just smuggling is occurring, as detailed in **The *Albert's* Findings**. Further, Selka is a backwater port, offering the crew few off-duty excitements. It is also a mostly Andorian system, leaving certain human pleasures less available.

En route to Selka, the *Albert* receives a signal from a log buoy, as described in **High Rider's Log**. Review of its contents shows that the buoy is from a chartered pleasure vessel that was apparently taken by a surprisingly well-armed ore carrier in recent days. The remainder of the *Albert's* approach into the system, as well as astrography and other system data is described in **The Selka System**.

The main planet and capital of the Selka system is the asteroid colony of **Selkadroon**. The Commander of the *Albert* is required by the Admiral ordering the investigation to report her presence to the system's local law enforcement agency. Captain Harrelson's encounter with the local



police is described in **Meeting with the Police Chief**. While the Commander is kept busy waiting for an appointment there, members of the *Albert's* crew will be approached by a local prospector's daughter who will ask the crew for help in finding her missing family, lost while prospecting on the far side of the system (**A Plea for Help**).

After gathering and analyzing whatever information they can from Selkadroon, the *Albert's* crew begins a survey/search of the system. If they have agreed to search for the girl's family, this can easily be included in their activities. There is a separate section dealing with each of the principal mining camps in the system, specifically **Camp One**, **Lozanz Strike**, and **Human Luck Lode**. On the way, a swarm of micrometeorites causes a significant breakdown of the deflector shields (**Emergency!**)

As the *Albert* swings around to the opposite side of the system from Selkadroon in search of further clues, the highly-tuned sensors of the vessel pick up anomalous readings, including power fluxes, erratic life-readings, and intermittent deflector shield flaring from what could be meteor strikes. As the ship approaches this area, close observation of its sensors may reveal the existence of passive sensors reporting to a home base, and these may show indications of Orion manufacture (**Orion Presence**).

The unsuspecting *Albert* is in the vicinity of a secret dilithium mine run by the Orions using slave labor. The Orion pirates will respond to this threat of discovery by the Federation with a surprise attack, described in **Battle Among the Asteroids**. If they are losing, they will attempt to draw the *Albert* off into the hands of an Orion pirate blockade runner kept in reserve. If the Orions are winning, they will call for the *Albert's* surrender.

The crew of the *Albert* does not have much chance against the Orions in this encounter, and dare not try to warp out of the area for fear of creating a wormhole effect. They are taken prisoner, and soon learn what the Orions are doing in the Selka system (**First Moments**). As they are taken to their new duties, they meet The Repteam, two elite members of Selkadroon society who are trying to set up a slave revolt. They will invite the crew to join in the planning. The Orion force here is rather small, and they rely on the fear that they will open the dilithium mine airlocks to space to discourage a revolt. Thus far, the threat has quelled agitators, but the Repteam is accustomed to making repairs in Selkadroon in vacuum with minimal equipment, and they are less afraid of decompression. Their plans are described in **The Repteam's Plan**, and the actual attempt is described in **The Great Escape**.

The plan is based on capturing an ore carrier during loading operations. Once aboard, Orion picket shuttles must be avoided or fought. Weapons systems are surprisingly powerful on the ore carrier. A chase develops between the blockade runner, which is jamming subspace radio, and the carrier to see who gets to Selkadroon first (**High Speed Chase**). Neither vessel is particularly maneuverable, but the cruiser is much faster. However, it starts quite a distance from the slave camp. Assuming the ore carrier wins the race, it will be protected by the police patrol vessels from Selka, and a Federation heavy cruiser will be dispatched at maximum warp in an attempt to intercept the escaping Orion pirate before it reaches Orion space.

CONTENTS OF THIS BOOK

Everything needed to role play **The Mines of Selka** is included in this booklet. The episodes and encounters that make up the scenario are included in **The Adventure**. Background information on the **Andorians and Orions** is provided in a chapter of the same name. The **Random Encounters and Rumors** that will provide the player characters with many important clues are described fully in the **Gamemaster's Notes**, along with hints on combat in Zero-G, suggestions for altering the race of the player character's group, chronology, and a glossary of special terms. The **Vessels** chapter describes all the Orion and Federation ships that play roles in this adventure. The **Cast of Characters** chapter includes full game statistics and information for a number of pre-generated characters as well as the major and minor NPCs who play roles in the scenario.



THE ADVENTURE

SETTING THE STAGE

Prior to the start of play, the gamemaster should provide the following brief orientation to the players.

PATROLLING ORION SPACE

Star Fleet has recently sent a number of vessels to patrol Orion space and monitor the strengths and intentions of the various clans. To avoid arousing the suspicions or provoking the anger of the Orion clans, Star Fleet has assigned this task to highly-upgraded surveillance vessels with powerful sensor arrays and loaded with data-acquisition buoys. One such vessel is the *Albert*, a 14,360 metric-ton starship of the *Tavares* Class II, the Q Model.

The Type Q is a research vessel specially built for Star Fleet Intelligence Command. Only seven were constructed. Though the Type Q appears to be identical to the *Tavares* Type II upon visual and casual sensors scan, it uses a different warp and impulse drive system that allows the vessel to travel at considerably higher warp speeds and gives it more efficient maneuver capability than the standard model.

To get this increase in performance, sacrifices were made in the cargo capacity and in some crew comforts. The Type Q carries a bank of two phasers mounted in the bow and disguised in the forward sensor array. Unless the weapons are operational, this mounting is so well-concealed that it is virtually impossible to detect on a sensor scan. The *Tavares* Type Q is sometimes considered a 'wolf in sheep's clothing', but that impression is false, considering its weak superstructure and lack of extensive armament.

The *Albert* has been patrolling Orion space for 15 standard weeks. The crew's current mission is to observe the activities of the Orion clans, gain some insight into their politics and economy, and also to observe and delineate the extent of Orion technology. To help perform this duty, the ship's computer is filled with all that is currently known about the Orions (See *Orions and Andorians*).

Most recently, the crew of the *Albert* has been observing patterns of Orion ship movements between their homeworlds and neighboring systems, especially within the Federation.

THE ALBERT'S FINDINGS

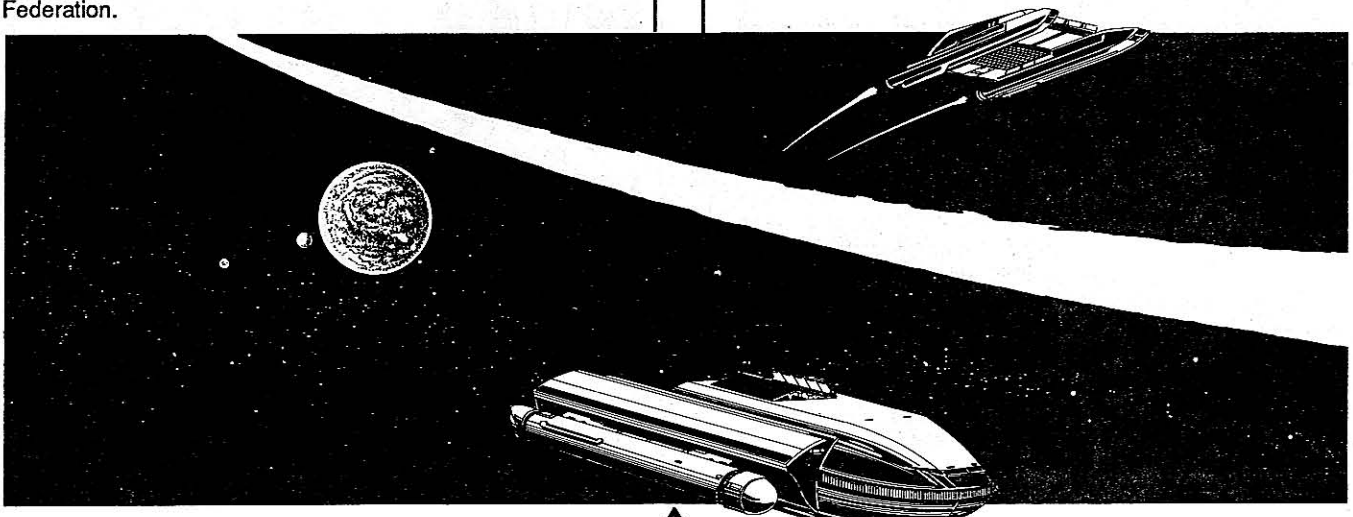
No prior data on Orion ship movements was available to the *Albert's* crew prior to the start of their mission. Following is the data they have compiled as a result of their own efforts in Orion space. This data will be cross-referenced with clan names, or if unavailable, with other sources to which a reliability factor has been assigned.

This data is raw. If useful material is to be gleaned from it, then some form of computer analysis must be performed by the crew. Analysis might be undertaken at the Star Base, but only at a low priority.

The Executive Officer of the *Albert* is a stickler for training exercises, seeking them actively. If this character is an NPC, have him order members of the sensor crew to run evaluation programs of the Orion ship data for practice and increased expertise. If he is a player character, take him aside and remind him that it is important for his future advancement in Star Fleet to show that he made efforts to constantly improve his crew's skills and efficiency. Then suggest to him that he should instruct the sensor staff to prepare and run evaluation programs of any data base available in the computer.

If necessary, one of the NPCs can come up with the data on Orion ship movements as his project, if no one in the players' group does. If no one under the gamemaster's control is running the program, have each of the sensors staff make a Skill Roll against his Rating in *Computer Operations* prior to announcing what his topic will be. The gamemaster should take aside anyone who rolls higher than his skill ability, and suggest this topic to him. Of course, that player character may refuse. If no one makes a high enough skill roll and no one suggests this as a topic for the project, then the information will be unavailable.

The evaluation program of the data gathered by the *Albert* shows significant shifts of Orion ship movement patterns over the last six to ten years, as compared to similar data gathered in the last quarter-century. Previous records indicate that most Orion vessels travelling in the zone of space between the Federation and the Orion Colonies were either raiders or were defended trading fleets.



In the very recent past, there has been a significant increase in the number of small, underarmed vessels and large merchant ships, usually of a bulk mineral carrier-type. Clan identification is difficult, but there is a strong suspicion that most of these vessels belong to the Regulans, the clan that tried to destroy the heavy cruiser *USS Enterprise* while she was carrying a large contingent of diplomats to the Babel Conference.

[GAMEMASTER'S NOTE: If the player characters now feel the need to investigate the history of Orion-Federation relations, more information is available in the *Andorians and Orions* chapter.]

NEW ORDERS

While on a particularly fruitful foray into the region nearest the former bases of the Regular family, the clan that caused the Babel Conference Incident, The *Albert's* mission is interrupted by an urgent message from Star Base 27, which is eight parsecs away.

FROM: Star Base 27

Admiral chiGuy Teurook, Base Commander

TO: Captain, *USS Albert*

Previous orders cancelled. Report to Port Officer Star Base 27 for internal duties.

Acknowledge immediately.

THE CREW OF THE ALBERT

The crew of the *Albert* is a group of conscientious, hardworking young Humans who have meshed well as a team on their essential mission. Ellie M. Harrelson, Captain of the *Albert*, is a colonial from an agricultural planet in the Federation core. She is very competent, and takes the duties and responsibilities of her mission quite seriously. Nidi-loo Duranguil, the *Albert's* Chief Engineer, is not only good with engine systems, he is also a wizard at sensor systems and is always tinkering with improved designs. His family has lived on one of the border posts in the region of the Romulan Neutral Zone. Jaime Martinez, the *Albert's* Executive Officer, is an expert in the use and interpretation of sensors, in recognition of the importance of the sensor team to the vessel's mission. The exec views any kind of new testing of the equipment as a challenge, and responds to the task vigorously and competently.

Illya Turgowicz, the ship's Weapons Officer, is also the Chief Helmsman. He has a distinct grudge against Orion pirates, as his family traded for many years in the region of Orion space. On one occasion, they were nearly ruined by Orion raiders when a ship carrying Illya's father was captured. It took six years to arrange ransom for the man, who then remained destitute until his death. Thus, Turgowicz will be very upset at the change of orders because they make it seem unlikely he will still be working in a direct manner against the Orion clans.

In addition to the ship's officers, there are six technical staff aboard, including three Engineers of varying skills and three Sensor Technicians. All are trained for various watchstanding posts, but none are of the quality of the officers.

The crew members are amiable toward one another and share in various hobbies, which is crucial aboard a small-crewed vessel spending a long time on patrol. All are

effective in their posts, as can be seen in their unit citation for excellence on a previous mission in the Triangle, and they share in the desire to be a thorn in the side of the Orion clan structure. Several of the team take the new orders as an official reprimand and denial of the importance of the *Albert's* original spy mission, and so tension mounts as the starship begins to turn toward Star Base 27, a few days away at maximum warp.

As the *Albert* makes its approach to Star Base 27, Executive Officer Jaime Martinez orders the Sensor Technicians to make an assessment of the vessels in the base area as a drill.

The drill shows there to be several tenders, a dozen shuttles, a small warship, missile-launch platforms, a Vulcan research vessel, an independent scout, an Andorian survey ship, a Federation trader, and a diplomatic cruiser with ambassadorial regalia. The warship is very small, and the diplomatic vessel is unarmed. Martinez recognizes the trader as a spy ship similar to the *Albert*, although its disguise is very good. The Captain of this vessel was Martinez's Academy roommate.

THE BRIEFING

Captain Harrelson is instructed by the port officer to attend a meeting in the Star Base Commander's office that evening. The port officer announces that her record will reflect that the *Albert* was the last starship to arrive for the conference. He then dismisses her, and Harrelson returns to the *Albert*. The crew is permitted no shore leave, and any attempt to board the star base will end in their being returned to the ship, under arrest.

At the appointed hour, Captain Harrelson returns again to the base, where she is ushered into a fairly luxurious briefing room within Admiral Teurook's private office complex. Also waiting there she finds a Vulcan scientist, an Andorian scout, a middle-aged Human scout, and the young Star Fleet Commander of the other surveillance vessel.

Everyone present is grumbling. Like the *Albert*, each of their ships was on a significant mission before being commandeered by Admiral Teurook for this new duty. From orbit, the Vulcans were making sociologic observations of a young hunting society 20 parsecs within the Federation border. The older scout is a retired Star Fleet officer who now makes a living with a group of former mates in expanding on old survey charts for a merchant firm. The Andorian was engaged in searching for members of a renegade Andorian family who had robbed a small merchant vessel in a local system. Finally, the other Star Fleet surveillance vessel was involved in patrolling the Organian system from a prudent distance.

The talk begins to become heated, with the Star Fleet retiree suggesting that the Admiral stick his armchair up his blue backside. Just then, the Admiral's aide-de-camp enters and calls the group to attention. The Vulcan ignores the order...with dignity. As Admiral Teurook enters, he glares at the 'civilian', but says nothing. When he is seated comfortably at the head of the table, Teurook's aide begins the briefing.

"Gentlemen, your vessels have been summoned here for new orders because of your various specialized sensor arrays. Each of your ships are among the best capable of your size to perform the duties to which you will be assigned.

"As you know, the Federation has decided to demilitarize many of its border areas in order to decrease tensions in areas where expanding races such as the Orions or the Romulans merge with those borders. For that reason, it would not be diplomatic to use ships of higher than destroyer-class in some mission categories. Your ships have been gathered here to perform duties that may later prove to require vessels of differing capabilities, but until more data can be discovered, you must carry out these orders.

"For the last seven or eight years, there have been an inordinate number of Federation ships lost in this region of space. Computer analysis can trace this increase in losses to no clear cause. For example, there have been no excessive ion storms or other similar natural phenomenon. The insurance rates on merchant ships have risen to the point that trade is being curtailed in these high-risk areas, depressing the local economies while nearby areas are booming.

"This problem has become a detriment to the growth and development of the entire region, as well as an embarrassment to the Federation. Your duty is to discover the reason behind these vessel disappearances, notify this office of your findings, and if possible, rectify the situation. If you are unable to successfully remedy the situation, then as soon as Federation Council permission is granted, a cruiser will be detached from its patrol station to finish the job.

"Computer projections suggest that the most likely areas for search are the Selka, Tallwi, and Zephrem systems. Each of your vessels will be assigned to investigate one of these. Each Captain will decide whether or not to carry out the mission in a clandestine manner. As you know, admitting your Star Fleet affiliation can be helpful in gaining the assistance of local persons. However, doing so might also warn off whomever is behind the losses of our vessels.

"In any case, you will all report to the system's Security Chief and share your findings with him. It is possible that his help may be necessary to complete your mission. Are there any questions?"

At this point, the Admiral (who is looking extremely bored) interjects, "I recognize the importance of your current missions to the Federation and to Star Fleet, but our need is great and the situation is worsening. If you complete your new orders quickly, then you will be able to return to your researches and other assignments. If you do not succeed in this task, then we may be forced to provoke an unwanted diplomatic reaction. Carry on." With that, Teurook stands and strides out of the room.

[GAMEMASTER'S NOTE: The gamemaster may now answer reasonable questions from the players, but he must realize that the aide has already described most of what Star Fleet actually knows in the matter.]

THE SELKA SYSTEM

Admiral Teurook has assigned the *Albert* to investigate the Selka system, a former Andorian corporation colony begun to promote mining of the system. Selka is eight parsecs from Star Base 27 and twelve parsecs from Rigel. The Selkan colonizing expedition was launched at the same time the Federation was being incorporated, and it later joined the Federation under the auspices of the Andorian representative to the First Babel Conference.

At that time, Selka was booming, with construction of the main colony at Selkadroon (the largest of the available asteroids) proceeding by leaps and bounds. Selkadroon was built to be a processing center as well as a site for construction of equipment that would be needed to prospect the abundant mineral deposits in the asteroid. In the last 40 years or so, a Human contingent has joined the Andorians in a true show of Federation fellowship and assistance.

HIGH RIDER'S LOG

The *Albert's* crew is now travelling toward the Selka system, which is eight parsecs from Star Base 27. Unless specified by the commanding officer, they will be on normal watch routine, with one Engineer, one Bridge Officer, and one Sensor Technician on duty, while half of the remaining crew will be on call but off-duty. The commander is always on call.

When the vessel is three parsecs out-system, a low-power transmission comes in. A Skill Roll against the Bridge Officer's or the Sensor Technician's (or both) rating in *Communication Systems Operation* will identify the signal as from a damaged log marker buoy. If the roll fails, the player characters assume the signal to be a distress beacon on very low power.

The exact response to the signal is up to the player characters on duty at the time. The buoy is recoverable by transporter (roll against the player character's rating in *Transporter Operational Procedures*), and its data may be dumped into the ship's computer by the Executive Officer (making a successful roll against his rating in *Computer Operations*).

Review of the log shows it to be from a vessel named the *High Rider*. A computer check of registration data lists the vessel as a 3,000-ton pleasurecraft with a crew of five and a passenger complement of four. The *High Rider* is normally chartered by executives or wealthy persons visiting investments away from their homeworlds.

Further review of the files in the buoy show this was the case for the *High Rider*. The Human crew was transporting two Andorian executives and their wives to Selka to review status reports of the mining situation there. The trip was uneventful until the *High Rider* reached the region where the *Albert* is now travelling. At that point, they made contact with an ore carrier that was heading in approximately the same direction. The ore carrier requested permission to approach the *High Rider* to make use of its diagnostic computers because their own systems were insufficient to care for an ill crewman.

The Captain of the *High Rider* agreed, and ordered that the sickbay be readied. When docking was complete, the *High Rider* was boarded by what appeared to be

heavily-armed Andorians. Before the bridge was captured, one of the bridge crew was able to secretly launch the log buoy. The log was dated at about eight standard weeks ago.

This evidence of the loss of the *High Rider* should be reported to Star Fleet immediately. If none of the players take that initiative, one of the NPCs should suggest it.

Further examination of the *High Rider's* log will show that one of the passengers aboard was the daughter of Admiral Teurook.

APPROACHING THE COLONY

The Selka system includes only three true planets, none of which are Class M. The innermost planet in the system resembles Mercury in the Sol system, while the other two are distant gas giants. The asteroidal material is concentrated in the plane of the ecliptic in oddly-bunched orbits.

Once within the Selka system, the *Albert* heads for Selkadroon, the largest rock in the belt of the Selka system and the major 'city' in the asteroid colony. On approach, the *Albert's* defensive screen should be up constantly, although at a low level. By making a Skill Roll against his rating in *Deflector Shield Technology*, the Helmsman may prepare a program that allows the computer to fluctuate the power level of the screens to permit adequate defense against damage from larger rocks.

Local space control will request that the *Albert* slave its control equipment to their signal to permit them to pilot the *Albert* to a landing on the surface. If the Commander decides not to land at the starport, the ship will be given a parking orbit and personnel will have to be transported over. Either is permissible.

Assuming that the *Albert* lands without problem, the crew will observe very few starcraft on the landing field. There are, however, many intrasystem craft, including shuttles, bulk carriers, prospectors, and police 'cruisers'. The port does not appear to be busy, although there is clearly some work going on. There is a shipyard where construction of intrasystem vessels is progressing. Several airlocks are visible on the surface of the asteroid, and each is positioned to mesh with a vessel's airlock when the vehicle lands over it.

At about this time, a port inspector is knocking at the *Albert's* airlock to inspect the ship's papers, per standard procedure at any starport. Inspection complete, the port inspectors will welcome Captain Harrelson to Selkadroon and depart.

SELKADROON

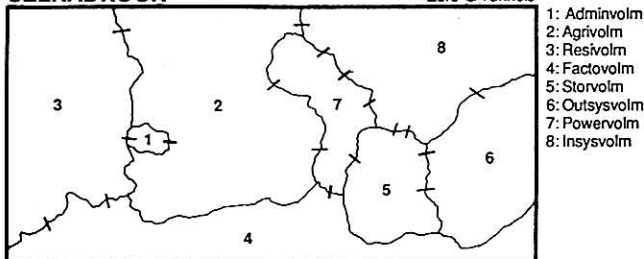
Selkadroon is a company-owned and -operated, largely Andorian colony. Three firms combined to finance the settlement originally, and they still exert a major influence on Selkadroon. They are Interstellar Mining and Manufacturing, Andor Metals and Mining, and Crystals and Rare Earth, Unlimited. When the mines were booming, the companies profited by establishing many service-type industries on the asteroid. As the mines petered out, however, these industries were systematically closed down. The equipment still remains in various volumes of Selkadroon. Unless there is a new strike in the colony, however, the doors of these plants will remain closed.

As might be expected, this has led to a depression on the asteroid. Some of the colonists have left for other worlds, while others are nearly starving. Although there once existed a good relationship between the colonists and the three founding companies, now there are occasional riots resulting in destruction of equipment.

Selkadroon is divided into eight underground volumes, where the population lives and works. Each volume is connected with several others by Zero-G tunnels. The volumes vary from one to the next, somewhat like neighborhoods in a Human city. The various volumes are sub-divided into sections and compartments. This minimizes any damage if a compartment should suddenly lose pressure. Each compartment has a pressure bubble in an emergency closet located in its center, which can hold seven people in safety for up to six hours. Compartments that are larger than average contain additional bubbles. Early training in the schools teaches every Selkadroon child how to react automatically to find safety in an emergency.

The eight Selkadroon volumes are Outsysvolm, Insysvolm, Storvolm, Agrivolm, Factovolm, Powervolm, Resivolm, and Adminvolm. Each of these is a separate economic unit, with differing populations and recreational

SELKADROON



SELKADROON

World Log

System Data

System Name: Selka
Map Coordinates: (7.81S 0.31E)
Number Of Class M Present: 0

Asteroidal Data

Position In System: 2
Number Of Satellites: 0
Asteroidal Gravity: 0.000325G
(Gravity generators compensate to 0.5G)

Asteroidal Size

Diameter: 28 km
Equatorial Circumference: 22 km
Total Surface Area: Unused
Percent Land Mass: 100%
Total Land Mass: Unused

Asteroidal Conditions

Length Of Day: 20 hr
Atmospheric Density: Thin
General Climate: Controlled within, Vacuum without

Mineral Content

Normal Metals: 15%
Radioactives: 10%
Gemstones: 2%
Industrial Crystals: 15%
Special Minerals: Trace

Cultural Data

Dominant Life Form:
Racial Mix:
Andorian (87%)
Human (12%)
Other Federation Races (1%)

Technological/Sociological Index: [Federation Standard]
Planetary Trade Profile: ECCFDDE/A(D)

facilities (if any). Although each volume is connected with several others by Zero-G tunnels, there is little social interaction at this time. In fact, tensions run high, especially in Factovolm. Unless mentioned as being in Zero-G, assume that gravity generators hold the volume at 0.5G (or one-half Earth normal).

OUTSYSVOLM

Outsysvolm is Selkadroon's small starport. Much like any other in the Federation, it is a conglomeration of bars, flophouses, and curio shops, intermingled with spacer supply stores and spare parts warehouses. For traders who need help unloading cargo, there is a longshoreman's union house where a number of rough-looking characters are usually seen lounging about out front. Also, several of the bars advertise in the Port Authority office as specialty inns for various races who normally cannot tolerate the beverages available outside their homeworlds. Both information and trouble are easy to find in Outsysvolm.

INSYSVOLM

Insysvolm is in Zero-G. It is the stopping point for various miners on leave, prospectors checking the registered search patterns of other prospectors or staking out a claim, the bulk carrier crews who travel between mining camps, and the workers from the shipyards and maintenance companies. There are some bars here, mostly serving beer or similar low-alcohol beverages, and a number of barracks available to miners on leave who are trying to conserve their cash. There are also a couple of outfitters for prospectors, but many more such shops are closed or boarded up. A few people make their homes here, especially among the elderly, as the Zero-G conditions make arthritic conditions easier to tolerate. Also, the police ready-room for insystem cruisers is to be found here.

The ready-room is always full of pilots and crewmen, grumpy because they would prefer to be on active patrol. Due to budgetary problems, they are now only called out to help in rescue situations or to put down riots at the mines.

STORVOLM

Storvolm is the storage facility for the entire system. All spare parts for the various equipment, ore to be processed, processed ore to be loaded on interstellar bulk carriers, food supplies grown in Agrivolm, and so forth are stored here. There are no bars, but several good lunchrooms service the quartermasters, stevedores, and bureaucrats who work in the volume. The folks here are very friendly, especially to someone who might pick up the tab for lunch.

AGRIVOLM

Agrivolm is the best-protected of the volumes because it houses the food production and air recirculation facilities for all of Selkadroon. Food is both hydroponically- and dirt-farmed, as well as synthesized. Banks of high-energy lighting have been constructed all over the volume. There are large, communal homes for the farmers, but more impressive are the luxury homes of the administrators and company officials. Several 'parks', ostensibly for air recirculation, are open to the public, patrolled by police armed with Phaser Is. Vendors hawking drinks, scents (for Andorians), and various comestibles also roam these parks.

FACTOVOLM

In contrast, Factovolm is a depressed area. Once a busy industrial neighborhood, people searching for work now form long lines every day in front of the few plants still operating. These include processing plants, food packaging plants, and some manufacturers of spare parts for the mining equipment used in the system. Factovolm is crowded with many persons living in what amounts to slums. Any bars are very dangerous, as the denizens are likely to assault anyone they do not recognize for the slightest bit of money. Even the employed do not earn much in Factovolm. With the many lay-offs and single work shift, riots have become quite common lately. The police patrol in pairs, armed with Phaser Is.

POWERSVOLM

Powersvolm is another important area of Selkadroon, generating power for the whole asteroid. Although no facilities for antimatter technology exist in the volume, a section is being held open for the installation of an antimatter generator in the event of a new boom. The majority of the asteroid's power is produced by radioactives mined in the Selka system. This was done to keep costs down when the colony was young, and there are still plenty of radioactives to fulfill the colony's needs. Like Insysvolm, Powersvolm is also in Zero-G. No one lives here, and access to it is tightly controlled. A few of the engineering crew are Star Fleet retirees.

RESIVOLM

Resivolm is a purely residential area. Once it was crowded, but most of those who could afford to live here have either left the system, or else have fallen so low as to live in Factovolm. A system of schools still exists on Resivolm, as well as some recreational parks for children. Aside from these, however, little else remains. Less than five percent of the housing is now in use. Police monitor the volume intensively with video equipment, but they rarely patrol it.

ADMINVOLM

Finally, there is Adminvolm, the central volume of the asteroid. Located in it are the various headquarters of firms operating in the system, a well-appointed hospital, the police headquarters and jail, the judicial center, and the computer center for Selkadroon. Most of the bureaucrats have been transferred to other planets, and those remaining were left behind in this backwater because they were considered less competent. This is not true for the police force, however, which functions quite actively in the Selka system.

MEETING WITH THE POLICE CHIEF

Adminvolm is the site of the police administration offices as well as being the central portion of the Selkadroon burrow. Arriving at the asteroid, Captain Harrelson should make her way to the office of shiKren Staso, Selka's Chief of Police, as soon as the *Albert* has docked and shore leave arrangements have been made for the crew. Travelling through the Zero-G corridors between volumes will take her about an hour, and finding the correct office in Adminvolm, a place devoted to bureaucracy, takes one more. Reaching her destination, Captain Harrelson is

surprised when the Chief keeps her waiting in his outer office for yet one more hour before admitting her into his presence.

Staso is clearly not pleased to see Star Fleet operatives arriving in his territory. To begin with, he complains that there are not enough funds to pay for adequate patrols of the vast asteroid belt, let alone to patrol what has become a depressed and riotous colony. He goes on to say that just last month there was a miners' uprising at Lozanz Strike, which made a hash of the maintenance schedules of police vessels, and so on.

Finally getting down to business, the Police Chief admits to having received notification of the *Albert's* arrival and its mission. He will grudgingly allow Captain Harrelson (and *only* her) access to the computer system in Adminvolm to do whatever research necessary to complete her mission. Finally, he will admit what one of his subordinates (whose name he will not reveal) learned by computer extrapolation. Although pleasurecraft and interstellar vessels have been disappearing regularly in a vast area including several systems, review of the search patterns posted prior to the flights of a number of the missing prospectors show that they all passed through the antipodal, or opposite, portion of the belt from Selkadroon.

"You were ordered to cooperate with me, weren't you?" the Chief says. "Well, then, I want you to promise that you will include all of the mining colonies in your investigations. Also, in your report to the Admiral, I want you to describe what you see as far as security problems go. Maybe that way I can get him to pay attention to our need for more funding."

A PLEA FOR HELP

While those crewmembers of the *Albert* on shore leave are enjoying their drinks in the first bar they found, a young Human female approaches their table. As she has rather ostentatious blue hair, the crewmembers are likely to jump to false conclusions about her intentions, but they soon learn differently.

The girl introduces herself as Polly Taylor, the daughter of a prospector. It seems that her father and two brothers were prospecting on a distant orbit some months ago. They did not return on schedule, however, nor have they been heard from since. This is not such an unusual occurrence in the Selka system, but the girl has some evidence that makes her suspect her family may still be alive.

A few weeks after her family's ship was listed as lost, she happened to wander into an auction where a group of vessels were being put up for sale. Most of them had been repossessed by various banking firms, but Polly recognized one as her family's prospecting ship. She was certain of it because of a burn on the vessel's bow that she herself had caused eight months back after accidentally discharging the mining laser.

Unfortunately, the auctioneering firm did not believe her claim. They even showed her the ship's registration numbers, SDINS-22549, which did not match her family vessel's SDINS-21809. Nevertheless, Polly Taylor's story persuaded two Repteam members to follow up on her evidence. They went out on her father's registered search pattern, and now they have also disappeared.

If the *Albert's* crew are not in Star Fleet uniforms, Polly will offer them her entire savings, as well as a souvenir chunk of gold that her brother gave her after one of their searches, in return for their help. If, however, they are in uniform, she will break down and cry, describing how indifferent the police were toward her. What do do in response to her plea for help is entirely up to the player characters.

ENCOUNTERS AND RUMORS

At this point in the adventure, the gamemaster will make rolls against the Random Encounters and Random Rumors Tables (See **Gamemaster's Notes**). These encounters and rumors will provide some of the clues and hard information the *Albert's* crew needs in their investigation of the mysterious disappearances of so many Federation vessels in the region. However, the gamemaster is free to revise, delete, or add to these as he sees fit.

FURTHER INVESTIGATIONS

Sooner or later, the *Albert* will have to make a patrol of the entire Selka system for more evidence. In particular, they will need to visit the three asteroid mines. During this patrol, there will be some opportunities to extend their investigations as well as handle a few emergencies that will give the players a chance to show some initiative and wit (See Patrol Encounters Table below). To avoid wormhole accidents, warp speed is not permitted in high-matter density regions such as asteroid belts.

There is a five percent chance of an encounter each standard day that the *Albert* spends on active patrol. The gamemaster will roll percentile dice against the Patrol Encounters Table below. As always, he may add to or subtract any of the encounters described. If an encounter is repeated on the roll, either the gamemaster should reroll, or details of the encounter should be changed at the gamemaster's discretion.



PATROL ENCOUNTERS TABLE

Die Roll	Result
01-15%	The <i>Albert</i> encounters a prospecting vessel inbound to Selkadroon. The crew are typically bored and quite garrulous, desiring as much information on the local affairs of Selkadroon as the <i>Albert's</i> crew can provide.
16-25%	The player characters receive a message on low power requesting help in holding off a group of 'claimjumpers', actually some prospectors who have turned to piracy to obtain food and fuel to continue their own prospecting.
26-40%	A mayday is received from an ore carrier inbound to Selkadroon that has taken a severe hit on one of its shields, leaving it relatively unprotected in that quarter. It is close to the <i>Albert's</i> position, and needs the assistance of skilled engineers.
41-50%	A request arrives from the Selkadroon solar weather station asking the <i>Albert</i> to rebroadcast a report of an imminent solar flare. The ship's sensors indicate that a number of ships in the area scurry to cover. The flare is severe, but not enough to penetrate the <i>Albert's</i> shields.
51-55%	While the <i>Albert</i> is passing a prospecting vessel that is oddly silent on the approach, a sudden call comes in over the emergency band. The prospector is calling a medical emergency. If the <i>Albert</i> investigates, the crew will find that the prospector's wife is having a baby aboard ship. If they assist, the male child will be named Albert.
56-75%	A prospector's vessel that appears to be outbound from Selkadroon is noted to be pacing the <i>Albert</i> at the extreme limits. When the <i>Albert</i> turns to investigate, the pacing spacecraft seems to continue outbound on its previous vector. (This is a non-hostile encounter.)
76-85%	A storm of micrometeorites strikes the <i>Albert's</i> deflector shields, flaring as they hit and causing the sensors to fog for about an hour.
86-89%	An asteroid in the vicinity shows odd signs of life. Closer observation shows a small pressure bubble on the asteroid's surface, although there is no response to any radio calls. If the <i>Albert</i> lands a team, they will find a camp belonging to an old hermit who tries to chase them off with an ancient laser rifle. He will not fire, however, and will cry if pressed. He is too senile to give useful information, but it should prove to be a diverting encounter.
90-96%	A spacesuited figure appears in the midst of a tenuous cloud of frost in the distance. The body is identifiable as that of one of the missing prospectors lost about 16 standard years ago. The suit had been breached.
97-100%	Signs of wreckage of a ship appear on the sensors. The wreckage can be transported aboard, and will reveal that the material is from a ship named the <i>Two-Timer</i> . This ship was lost six months ago, and it is clear that the ship was struck by weapons fire.

CAMP ONE

The first mining camp the *Albert* reaches is Camp One, site of the original dilithium strike in the Selka system. As the vein of dilithium is not yet totally exhausted, there is still some mining activity here. Surveys suggest, however, that the mine will peter out in about two standard years, and some operations have already shut down. Camp One is nevertheless one of the busiest places in the system, outside of Selkadroon. Several ore carriers are currently warped in here.

Although no gravity generators are in service on Camp One, the miners seem oblivious to the lack, due to long experience in Zero-G.

On making fast to the mooring rack, the port officer makes a perfunctory inspection of the *Albert* to ascertain if the vessel made its obligatory stop at Selkadroon, or if it had broken regulations and come directly from outsystem. After clearing this red tape, Captain and crew are given leave to disembark.

Conditions on Camp One are primitive but not uncomfortable, with some taverns and other entertainments of a simple nature available. All the miners are of Andorian ancestry, and most appear to be nearing retirement age. Younger miners make their nest egg on Camp One and then leave for other mines or to prospect independently. This state of affairs does not seem to bother the old-timers, as they know the existing mines are nearly exhausted.

After reviewing Port Authority records made available to Captain Harrelson, the player characters may make a Skill Roll against their rating in *Administration* and/or *Computer Operations* to learn that an old communications log reported that some odd, unrecognizable signals were picked up from the most distant reaches of the system about ten standard years ago. As the signals were not repeated, no investigation was attempted. No copies of the signals are available.

The players' group will learn no other information of direct interest here, although the gamemaster may arrange any amount of local color for window dressing. The miners of Camp One will spin tales of mining accidents rather than prospecting stories.

LOZANZ STRIKE

The second oldest mining camp and second most-distant from Selkadroon is Lozanz Strike, named for the Andorian who discovered it about 13 standard years ago. The mine produces radioactives, which are sold mainly to Selkadroon's Powervolm and secondarily to outsystem buyers. In this camp, a number of Human miners work very amicably alongside the more numerous Andorians. The only problems that have occurred are due to the long shifts and the dangerous work. Recently, a few riots broke out after a miner was issued an improperly-maintained suit that failed in an emergency.

As the *Albert* approaches the asteroid, a pilot boat comes to meet the starship. After reviewing the ship's papers, an agent approves them, and the pilot oversees the docking. The crew are then permitted to debark.

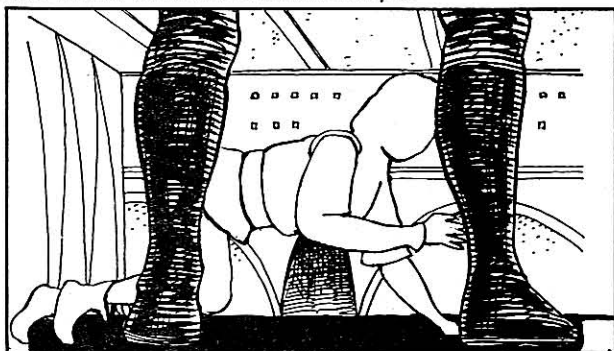
As at Camp One, there are no gravity generators in service. Also as at Camp One, the miners seem totally oblivious to the lack, due to living in Zero-G for months or years. Because all Star Fleet vessels have some gravity control, the *Albert's* crew are probably less skilled at Zero-G maneuvering, however. With the help of magnetic boots

and gloves, they do their best. At Camp One, the metal strips were easy to use, but here there is less metal of a magnetic nature, so the workforce do their jobs without such amenities. This may lead to some Zero-G maneuvering problems for the *Albert's* crew from time to time, and the gamemaster should observe closely for any difficult maneuvers requiring appropriate skill rolls in *Zero-G Operations*.

The miners at Lozanz Strike wear shielded suits to protect them from vacuum as well as from the radioactivity released by the products they mine. These suits are ponderous and require superb maintenance to give adequate results. The recent miners' riots led to the construction of several repair bays and an increase in the manpower used to keep the vital repair suits in good condition.

In one of these repair bays, the *Albert's* crew encounter a retired prospector who is now supervisor of the bay's quality inspectors. As his job is not as demanding as prospecting, he has the time to show the players around the mining colony. While doing so, he will regale them with tales of derring-do from the years when he was younger and the belt was not so regulated.

Although this tour will turn up no information useful to the *Albert's* mission, the player characters do learn what the old miner thinks about the strict safety requirements on the independent prospecting ships. He believes prospectors are lulled into a false sense of security by the regulations, and that the high loss ratio of ships since his retirement is very likely due to prospectors relying on their vessels' built-in safety features rather than watching out for themselves. The old man does not feel that anybody should trust his life exclusively to machines and should always leave himself a manual means of escape.



HUMAN LUCK LODE

The most distant from Selkadroon and most recently-opened mine is Human Luck Lode. It was founded and is run by a small group of Humans who later incorporated as Human Luck, Inc., recently becoming one of the council of companies that administers the Selka system. Most of the miners are Humans, mining gold and silver as well as traces of rare earths. The success of this mine has gone a long way toward maintaining the economy of the main asteroid, as the miners are often able to save enough to buy prospecting vessels for use insystem.

Human Luck Lode is a brawling boomtown, with ornate bars and joyhouses, loud music in the corridors, and entertainments whose quality rivals those of the pleasureworlds.

Spaceport control in the area is lax. The *Albert* lands without inspection, and the crew receives verbal clearance to enter the asteroid. The spaceport control officer actually sounds surprised when the *Albert* requests this permission.

A large volume of the non-mine portion of the asteroid is devoted to the boom town. During the crew's stay, any important rumors that were not revealed in Selkadroon may be revealed here, at the gamemaster's discretion. However, the confirmation that would be available from Adminvolm's computers will not be accessible here. Also, any rumors that were misinterpreted by the players should not be repeated or clarified here.

At this point, the players should have a chance to practice Zero-G tactics, and so the gamemaster should plan a brawl in one of the bars. As the bartender will be incapacitated shortly after the fight starts, he is not able to call for security. A number of standard thugs equal to the number of crew present will become involved. For more information on brawling in Zero-G, see the Gamemaster's Notes section.

EMERGENCY!

During its flight through the belt, the *Albert* has been taking many micrometeorite collisions on the deflector screens. The power fluctuations necessary for the varying size and vectors of the meteorites' approach have often come close to overloading some of the shield's components. This is a common problem with vessels travelling in an asteroid belt. Constant observation and complete maintenance whenever the vessel is docked at a port usually are sufficient to hold off disaster. But not always.

The *Albert* is now about 18 hours out of Human Luck Lode on their patrol. Unless changed by Captain Harrelson, the typical duty shifts aboard the *Albert* continue, with one Bridge Officer, one Sensor Technician, and one Engineer on duty at any particular time. A similar shift remains on standby, with the Commander always on call.

At a moment when Harrelson is off the bridge, there is a sudden flare from a strike on the screens, and the entire forward screen drops. The Bridge Officer should be a player character; failing that, the Engineer should be a player character. The gamemaster informs the character that the Sensor Technician reports a concentration of dust-sized debris heading on a collision vector with the *Albert*, to impact in three minutes. He also informs the player character that his responses will be timed. Using a watch, the gamemaster should track the Bridge Officer's response, not allowing him a chance to consult other players.

Various actions might occur at this point. First, the ship could stop all acceleration and rotate so that the bow is pointing in the same direction as the average flow of asteroids, which will decrease both the chance of collision and the velocity of any collision. This would also decrease the amount of damage possible if such a collision should occur. Then, it is up to the on-duty engineer to begin repairs as fast as possible. Meanwhile, off-duty crew should be aroused to add their abilities to the effort.

MAKING REPAIRS

To make repairs, player characters will need to make the following Skill Rolls:

1. A successful roll by the Engineer against his rating in *Computer Operations* to identify each area requiring repair.

2. A successful roll by the Engineer against his rating in *Electronics Technology* to make each repair.

3. A successful roll by the Helmsman against his rating in *Deflector Shield Operation* to raise the defensive screen.

4. A successful roll by the Helmsman or Executive officer in *Deflector Shield Technology* to reset the program that varies the shield power in response to incoming asteroid size and kinetic energy.

If there is a failed roll at any point in the above series, the crew must begin the sequence of die rolls once more. There are three damage sites on the *Albert*. Because each one must be repaired individually, the crew must pass through the first two Skill Rolls three times. Each #2 step requires that a variable amount of time pass before the work is completed. To determine this, make a percentile roll in minutes, with anything over 50 being a roll again, adding 50. (This could go on indefinitely, e.g., no spare part for the lost item.) Steps 1, 3, and 4 should take 1 to 10 minutes each.

DAMAGE TO THE ALBERT

During this time, the *Albert* is likely taking a number of superstructure hits. If an officer or a team is delegated to damage control, they will need to make Skill Rolls against their ratings in *Damage Control Procedures* to minimize damage to the bow region. However, an adequate Skill Roll in *Starship Sensors* by the Technician or any other crew member manning the sensors will give some warning about incoming strikes. An adequate Skill Roll against the Helmsman's rating in *Starship Helm Operation* will nullify the strike. Each strike will cause 1 point of superstructure damage. Strikes will occur every 30 minutes varying 1-10 minutes either way. Roll 2D10, using one die to indicate +/- (even numbers for more time, odd for less) and one die for the number of minutes.

ANOMALOUS SENSOR READINGS

About 30 hours out from Human Luck Lode, the *Albert* has swung around to the antipodal, or opposite, side of the system from Selkadroon. The research vessel's highly-tuned sensors begin picking up some anomalous readings at the limits of its sensor range. These readings, noted by the sensor technicians, include power fluxes, erratic life-readings, and intermittent deflector shield flaring from what might be asteroidal dust strikes.

One of the NPC Sensor Technicians asks a player character (probably the Executive Officer), to check his sensor findings. Close observation of the *Albert's* sensors, i.e. a Skill Roll against the character's rating in *Starship Sensors*, indicates the presence of passive sensors reporting to a home base in the area of the anomalous signals.

ORION PRESENCE

What the crew of the *Albert* do not suspect is that they are approaching a large asteroid where the Regular family, a powerful Orion clan of pirates and traders, runs a secret dilithium mine using slave labor. The Regular family is the same clan that unsuccessfully tried to disrupt the Babel Conference convened to decide whether the planet Coridan should be admitted into the Federation. The Orions infiltrated the Andorian diplomatic delegation with a surgically-altered Orion spy, hoping to turn the Conference's vote against Coridan's admission. Their plan failed, as depicted in the *STAR TREK* TV episode "Journey to Babel". Once Coridan became a Federation Protectorate, the presence of Star Fleet destroyers and other vessels soon cut into this Orion family's formerly lucrative raids on Coridan's dilithium shipments and its populace.

Although the Regular clan failed to keep the hated Federation out of the Coridan area, a stroke of luck did work in their favor. One day, a Regular pirate cruiser was hiding in the Selka system while repairing some minor damage to its warp drive. Meanwhile, an off-duty crewman was exploring the asteroid to which the vessel was warped, and discovered a pretty crystal that turned out to be nearly pure, flawless dilithium. This spacer is now the tyrannical commander of the mine the Regular family founded on the asteroid. Although the Orions make every effort to conceal the presence of their slave mine, the anomalous sensor readings picked up by the *Albert* are leaks from the Orions' security system.

HARRELSON'S ALTERNATIVES

Captain Harrelson should now decide whether to continue on with the *Albert's* relatively leisurely patrol pattern, or whether to go directly to the area of the mysterious sensor readings in order to investigate.

If Harrelson decides AGAINST proceeding immediately to investigate the signals, she will be informed that the signals are continuing, but that they are neither very strong nor increasing in intensity. If Harrelson DOES proceed immediately to investigate the readings but is maintaining radio silence, she will approach the area of the strange sensor readings fairly closely before encountering Orion pirate vessels.

If the *Albert* HAS been attempting radio contact, two upgunned Orion prospecting vessels will have begun silently shadowing the vessel until it comes near their mining asteroid. The *Albert* will arrive in the region just as additional Orion vessels are being launched from the asteroid to support the two prospectors. To notice either of the shadows or the launch procedures will require that the on-duty Sensor Technician make a Skill Roll against his rating in *Starship Sensors* for each.

The two upgunned prospectors will then radio the *Albert*, pretending to be performing rescue operations on a lost crew member. They will ask for help from the Federation crew. If Harrelson refuses, the Orions will quote Federation regulations requiring its vessels to assist in emergency situations. If the *Albert* launches any of its crew in spacesuits to aid in the 'rescue', the Orion prospectors will

open fire on the ship, supported by sudden launches from the slave camp. They will then demand that the Federation starship surrender.

Should Captain Harrelson choose instead to continue the more 'leisurely' patrol pattern, it will give the Orions time to mass all their forces behind various rocks and micro-asteroid fields to stage one of their infamous and masterful ambushes. The appropriate on-duty crew-members should be allowed one Skill Roll against *Starship Sensors* to notice this massing of vessels in preparation for ambush. If they do not think of it, one of the NPCs should go ahead and do it.

THE ORION FORCES

In this battle, the *Albert* will be up against three types of Orion-manned vessels, in addition to a *Lightning* class blockade runner named *Bolt*. There are six upgunned prospectors (two of which initiate the combat), four shuttles, and two ore barges. The blockade runner will not be called in until after combat has begun.

For mining purposes, prospecting vessels are usually equipped with a heavy laser, but this is virtually useless in combat. The Orions have replaced the laser with a disruptor in these prospectors. Although the vessels are somewhat slow, they are maneuverable. They have two-man crews, deflector shields, and enlarged engines.

The four shuttles are similar to any in Federation space, although they carry a small forward-firing phaser. They are much faster than the prospectors, but maneuver poorly under asteroid conditions. They must shut down their deflectors to fire the Orion-added phaser.

Finally, there are two heavily-armed ore barges. They carry Orion disruptor batteries and have large engines. However, in the scale of combat likely for this encounter, the ore barges will not be able to do much maneuvering. For that reason, they will stand and fight, acting more as monitors in the combat.

As stated above, two of the six prospectors armed with disruptors will be the first on the scene. Then, each two turns thereafter, a percentile roll on the following table will determine which vessel has entered the fray.

THE ORION ATTACK

Die Roll	Result
01-10	Ore barge (total of two)
11-50	Shuttles (total of four)
51-99	Prospectors (total of six)
100	Blockade Runner (arrives in about 8-12 turns) or it may be called if the <i>Albert</i> has not surrendered or is winning by Turn 15.

YELLOW ALERT

Once the *Albert* sends out crew in space suits for the faked rescue mission requested by the Orions, or once the crew of the *Albert* begins to recognize that the situation is not what it seems, the gamemaster should lay out the Starfield Mapsheet. He will place on it the two Orion prospectors, the large asteroid from which the Orion reinforcements will come (with the exception of the *Bolt*), and 15 other asteroids. The mining asteroid will be only ten hexes from the *Albert*, and should be the center of the field. As soon as this is completed, the Orion's first combat turn should be carried out.

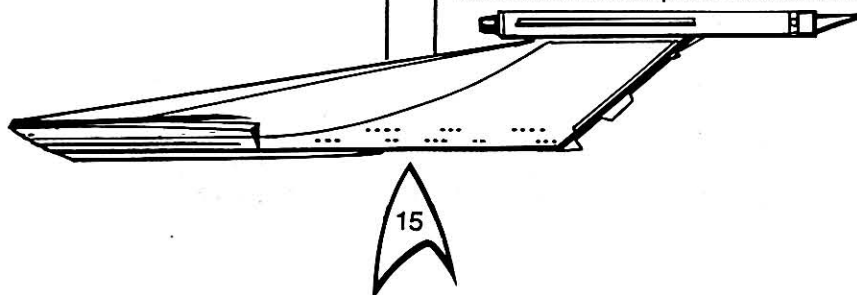
Starting speeds for the asteroids and all three ships will be 0, while the starting speeds for all reinforcements launched from the asteroid will be 1. The gamemaster should send the reinforcement vessels out of the asteroid in the same direction each time. The Orion blockade runner *Bolt* will arrive from any side of the board (chosen randomly) at a speed of 10.

Assuming that the players have not encountered any combat earlier in their patrol of the Selka system, they are not likely to be in combat-ready condition when attacked by the Orion picket vessels. When the Orions start their emergency ruse, the gamemaster should have one of the NPCs on the bridge as officer of the watch. This NPC should call the Yellow Alert, bringing the off-duty crew to their stations.

The battle should be resolved by *STAR TREK III Starship Combat Role Playing Game* rules, with the addition of those described below. If the Starship Combat Simulator is used, the conflict should be conducted using Command and Control rules. The battle continues until the *Albert* surrenders or (highly unlikely) escapes. The Orion picket vessels (i.e., any of their vessels except for the *Bolt*) will fight until victory or until they are put out of action. The *Bolt* will fight until it has taken three internal hits, and then will break off the action.

Once battle is joined, the mining asteroid will be jamming transmissions from the battle area. Once each round, the Bridge Officer manning the communications post on the *Albert* may attempt to send out a call for help to the authorities. If he chooses to attempt the transmission, the Engineer must allocate 1 point of power for a tight-beam communication, or 2 if it is broadcast. If a tight-beam message is sent to Selkadroon, it is 90 percent likely that it will be intercepted by an Orion agent planted in the Police Communications Center, who will erase the message. If the message is sent to Star Base 27, a cruiser will be diverted to the battle scene, arriving in one to four weeks.

To send a tight-beam message, the officer must make a Skill Roll against his rating in *Communication Systems Operation*, while for a broadcast he must make such a roll with a -30 modifier. If the message somehow gets past the Orion spy in Selkadroon, there will be a force of Selkan police cruisers arriving in three days.



BATTLE AMONG THE ASTEROIDS

It is important for both gamemaster and players to note the positions and flow of the nearby asteroids. This is to avoid collisions wherever possible, and to be able to use the asteroids to block enemy fire to some extent. A total of 15 all moving in the same direction at one hex per turn should be randomly placed on the board.

A skilled Helmsman can use the asteroids to advantage as follows. To find and use the 15 asteroids as cover requires a successful Skill Roll against his rating in *Starship Helm Operations*. This result also gives a -2 on all To-Hit Rolls against the *Albert* from vessels whose fire crosses a hex containing an asteroid.

In addition, slight advantages may also be found in minor dust clouds that are not visible but are picked up by sensors. To find such a cloud, the officer manning the sensor panel must roll successfully against his rating in *Starship Sensors*. To maneuver in the dust cloud requires that the Helmsman make a successful roll against his rating in *Starship Helm Operation* with a -20 modifier. These successful skill rolls will also give a -1 on all To-Hit Rolls against the *Albert*. Flying into a hex containing an asteroid is permissible, but requires a successful roll against *Starship Helm Operation*.

The Orions' primary objective is to maintain the secrecy of their slave mine, and secondarily to continue their piratical activities. The *Albert's* objectives are to survive the attack and escape. Secondarily, the crew wish to avoid giving the Orions a chance to examine the computer records of their spy mission.

COMBAT DATA FOR ORION VESSELS

Ship	Commander's Skill Rating	Crew Efficiency
Blockade Runner	86	75
Prospector 1	70	60
Prospector 2	68	52
Prospector 3	54	32
Prospector 4	84	77
Prospector 5	35	20
Prospector 6	60	58
Shuttle 1	75	52
Shuttle 2	80	76
Shuttle 3	60	42
Shuttle 4	50	41
Barge 1	80	75
Barge 2	50	45

If the *Albert* holds its own for 15 turns or starts winning, the Orion base will punch through a tight-beam message to the blockade runner, which has been hiding in the clouds of debris in the trailing Trojan point near the closest gas giant. The blockade runner will then approach the base at Warp 10, and the surviving picket vessels will try to draw off the *Albert* into the tractor beams of the blockade runner by pretending panic and withdrawing.

The Commander of the *Albert* may try to warp out of the area once combat is joined. Have a crewmember remind her of the effects of an asteroid entering warp at the same time as the ship, causing a wormhole and likely destroying a vessel of the *Albert's* class. Outnumbered and with escape cut off, the *Albert* has not much chance against the Orions in this encounter.

The Orions will try to offer the *Albert* surrender terms, although it is unlikely they would honor these terms later. If surrender is necessary, the *Albert* can flush the records of its spy mission, replacing them with a computer program showing the *Albert* to be a trader vessel. A small chip hidden in the ship's cargo space will accept the *Albert's* records for future retrieval, if necessary.

If the *Albert* surrenders, the Orions will board immediately and take the crew as slaves. If the *Albert* refuses to surrender, the Orions will destroy the ship, and the adventure will continue with whatever survivors manage to get into spacesuits before the hull is breached.

ENSLAVED

FIRST MOMENTS

The gamemaster may read the following paragraphs directly to the crew of the *Albert* after they have surrendered their ship. If any portion conflicts with the current game situation, feel free to vary the account as needed.

"When your crew is first taken, you will be forcibly searched, and all devices found will be taken from you. [NOTE: The gamemaster may allow attempts to hide weapons, communications equipment, etc., requiring a successful Saving Roll against a player character's DEX score, with modifiers dependent on what the character is trying to conceal.] If you are in Star Fleet uniform, you will be given slave's garb before leaving the ship. If not, you may continue wearing your garb. If you have any universal translators, these will be confiscated. It is apparent that the boarding party is armed with disruptors of the Klingon mode as well as agonizers of similar make.

"After the initial shock of being boarded by what appear to be Andorians, but who speak Orion trade tongue in Orion accents, you are hustled back into the galley area under the guard of an equal number of these aliens. There is a wait of some minutes, and then a mild bump, like that of a landing under Zero-G conditions.

"After a short wait, an Orion native enters the cabin. As the guards salute, the Orion introduces himself as the commander of the Regular family holdings in this Orion territory illegally held by the Andorian aggressors. You are all aware of the Orion arguments that the Federation has absorbed Orion-destined territories. The Commander declares that the *Albert's* crew are now prisoners of war in the Orion sense. He reminds you that this status has no privileges and that duties will be assigned to you according to individual abilities. He then snaps out orders in the Regular family private tongue, to which the guards respond by roughly hustling you out of your ship.

"Once beyond the *Albert's* gravity generators, you find yourselves in Zero-G. Native Orion guards appear in the area, wearing oxygen masks and universal translators and armed with stun phasers and agonizers. They surround your group. You are in a large docking bay, with pads for a number of small ships as well as loading platforms for some type of cargo handling. From there, you are escorted into a corridor whose offshoots are labelled in Orion with names such as "Outgoing #1", "Food Stores, Dacronite", and so forth. At the end of this corridor is a sealed door labelled "Security Center". You will not be led through that door, however. Rather, you are taken down an offshoot of the main corridor labeled "Mine".

"Once past the airlock-style doorway, your ears pop as you enter an area of much lower pressure. Soon, you find

you are breathing faster, although it is not significantly uncomfortable. Loud, rushing sounds seem to rebound up and down the corridors, suggesting that the area is airtight. As your group proceeds, the noises get much louder until you pass another tunnel, poorly lit and spilling forth thick vapors. Down the tunnel, you observe a group of humanoid shapes holding hoses, which are attached to machines in the corridor behind them. These machines are attached to large bladders. Other Humanoids are also working in the tunnel, some manning a type of suction hose that gathers the liquid as it splashes back, while others fill sacks at their waists with glittering rocks from the workface.

[NOTE: Player characters with skill in *Physical Sciences* or *Planetary Sciences* may make Skill Rolls to recognize dilithium mining procedures.]

"The guards clearly avoid the fluids spilling from the mouth of the tunnel, and as you pass on, a scream of pain is heard from the depths of the tunnel.

"Deeper into the mine you are led. Finally, you come to a corridor where sleeping bags and a Zero-G toilet have been set up. A number of Humans and aliens are asleep in their bags. You are assigned to bags that are not in use, and informed by the chief guard via translator that after some review by the foreman of the shifts and workfaces, you will be assigned duties.

"When the guards have left, one of the Humans opens his eyes and says 'Hi, I'm Hidalgo Lopez, from Repteam 24. Who are you?'

"Just then, another young Human looks up from his sleeping bag, and Hidalgo identifies him as Patrick Chen, his Repteam partner." [This ends the portion to be read.]

Chen and Lopez will inquire as to the previous work of the group, commiserate about their captivity, and offer speculations about the work to which different player characters might be assigned.

At that moment, the foreman from one of the workfaces comes to interview the player characters, and Hidalgo and Lopez return to sleep.

SLAVE CAMP

The mining of dilithium is very difficult, requiring either extremely sophisticated equipment or direct removal by trained, humanoid hands. Usually, dilithium is found deep in igneous (or volcanic) rock formations, but it may also occur in transitional zones between igneous layers and any other type of formation. For the Orions, this meant they could either invest in a large amount of heavy and highly-computerized equipment, requiring much power-generating machinery that would make the mine noticeable to anybody's sensors, or they could use slaves, keeping power to a minimum and allowing them to hide the mine more effectively. Slavery is acceptable among the Orions, and so it is no surprise that the Regular family chose it as the means to produce the dilithium needed to power their starships.

Under Zero-G conditions, high-pulse fluid pumps are used to clear the excess stone or metallic materials from the crystals, leaving them accessible for tool-wielding miners to remove. The fluid used varies with the constituent rock, but is often caustic and can cause some nasty burns on unprotected protoplasm of any race except Horta.

About 40 Orions run the mine on this asteroid, which is fairly large. The base is equipped with a small sensor array on its surface, which collects data from a number of passive sensors planted on neighboring asteroids as an early

warning system. Also on the surface is a docking bay adequate to the average ore carrier of the local region and a launch complex for the picket ships. The docking bay has an armored door in case of an asteroid collision.

The defense pickets are stowed and the ore carriers are loaded just inside the docks. There are also several cargo bays where the dilithium is stored prior to shipping and where stocks of material needed for the mines are kept until needed. The off-duty bunks for the mine guards are also located in this area. There is only one access from deeper in the mine, and it is guarded by a security station equipped with video and computer equipment monitoring activity in the various portions of the mine and the space around the asteroid. There are guards constantly patrolling the mine as well. They are armed with phasers set for stun, with no kill capability, and with Klingon agonizers. The guards also carry the only universal translators in the mines, to minimize the slaves' ability to communicate and so to revolt.

The interior of the mine is kept at low partial-pressure oxygen, partly to keep costs down, and partly to keep the slaves fatigued so that they do not try to escape. The guards wear oxygen masks when they make their way down the tunnels.

There are three workfaces in the mine, but the only productive one is the newest. The other two have recently played out, and so their corridors are used as slave barracks. Because there are two shifts of 13 hours each, tools are not stored anywhere, but are simply passed on to the next shift's workers as they arrive. Off-shift time is used to repair tools, eat, sleep, and vegetate.

THE SLAVE POPULATION

There are several races to be found among the Orion slaves in this mine. Some are of races from within the Orion sphere, but others are from races that have been regularly raided, or from pirated starships. Of the 650 slaves in the mine prior to the arrival of the *Albert's* crew, the population includes:

- 20% Andorians
- 25% Dacronites
- 45% Humans
- 5% Klingon subject races, including Klingon/Human Fusions, but no Imperial Klingons
- 4.9% Various aboriginal races with odd physical structure and a severe language handicap
- 0.1% Vulcan, from a sociological research team

The Andorians are important to the Orions because they were captured from among Selka's miners and prospectors and have skills useful in mining. However, the old Andorian fighting instincts are aroused by slavery, and the agonizers usually cause them to go berserk. The Andorians kill at least one Orion each standard month, and the Orion guards often kill as many as five or ten of the Andorian slaves in the same period. To keep various factions from combining against them, the Orions often feed the dead Andorians to one of the aboriginal races who have no taboo against eating dead sentient. Rather than making the average Andorian hate the aborigines, this practice has only strengthened their antipathy toward the Orions.

The Dacronites are an amphibious race that the Orions found on a planet about four parsecs from Rigel. The race had reached its Industrial Revolution and was starting to theorize about space travel when the Orion slavers arrived. Now the planet is the private reserve for the largest family

involved in the slave trade. The Dacronites are squat and strong, and some speak Orion trade tongue. Usually, the older ones are resigned to their slave status, while the younger ones watch for opportunities to sabotage the works.

The origins of the Human slaves are quite varied, as Human/Orion interaction began over 245 years ago. A few were born to captured Humans living in Rigel's slave camps. Many are survivors of pirate attacks on civilian vessels in the space surrounding the Selka system. A few are persons hired by Ore Haulers, Ltd., which then turned them over to the mine because they had skills needed by the Orions. Finally, two are Repteam members who have indeed found the father and brother of the girl who begged help from the *Albert's* crew in the Outsylvom bar. Her lost family members are enslaved in the mine, too.

In general, the Humans are kept submissive by the fear, fostered by the Orions, that any revolt will be put down by the guards opening up the airlocks and decompressing the entire mine. At times, violence flares between the Orions and some Humans, but far less than the bloodfeud between the Orions and the Andorians.

The various Klingon sentients are so used to slavery that they actually compare favorably their treatment here to the treatment they would receive in the Empire. In fact, they often laugh at the suggestion that they might want to return to their homes, as that would mean a return to the far crueler Klingon domination. These Klingons work hard and seldom cause any problem to the Orion slavers. Rather, they

sometimes fight with the Federation peoples because they cannot bear to hear the Klingon Empire criticized, out of some perverse loyalty.

The aborigines are terrified of any race that is not exactly the same in structure as themselves, including other aboriginal races. They have been led to believe that all creatures other than themselves are demons, and that they have been brought here as slaves for the gods. These aborigines are most often used as the personal servants of the Orions and as stevedores for the ore carriers. They are cowed, and will never fight.

The lone Vulcan is a sociologist who was captured in an Orion raid on the planet he was studying about 20 years ago. He is strong, hardworking, and never fights with his captors. He often cites proofs that slavery is economically foolish, but he is also fascinated by observing slavery firsthand. The Vulcan believes that one day he will be able to publish an account of his years as an 'observer' of the slavery system from within, although he will do nothing to escape.

THE REPTTEAM'S PLAN

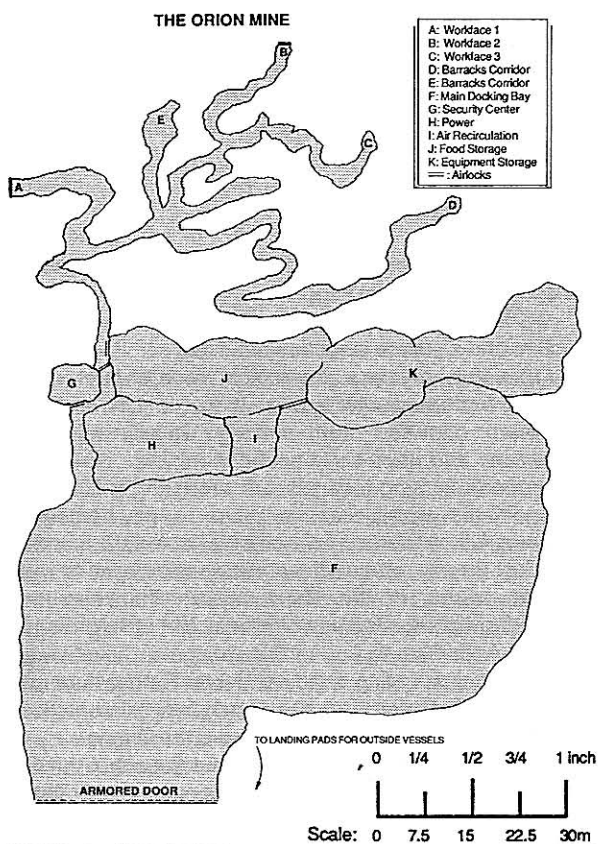
For the next several days, the crewmembers are kept hopping as they get adjusted to the long workdays in the mine. There are 13-hour shifts, two for each day. The player characters have been split up between the two shifts, so that communication between them is difficult for any length of time.

Most of the *Albert's* crew become miners on the workface, removing the dilithium crystals as the fluids reveal them. Each player character working at this task will receive minor burns from the caustic fluids used to remove the stone from around the dilithium, but the burns will not interfere with their ability to function.

There are never enough hands to keep up with routine repairs, let alone emergencies, and so the *Albert's* engineers are being used in a maintenance capacity. They are often in contact with Hidalgo and Lopez, who are also being used as roving engineers to repair the sudden breakdowns.

This state of affairs will continue for a few days before the two Repteam members approach Captain Harrelson, if the player characters are known to be Star Fleet personnel, or the Chief Engineer, if they are not. Hidalgo Lopez and Patrick Chen will describe their plan for a mass escape from the slave camp. The Repteam members will want to talk first to the crew members who have skills and experience in *Navigation* and *Helm Operations*. They explain that although they are highly experienced in maintenance of ship's systems, when it comes to complicated or unusual ship's controls, they are at a loss. They can definitely con a ship onto the asteroid for use in escaping, but they would be unable to carry out their plan without the help of pilots who could fly odd or alien ship designs.

When pressed for details of their plan, Chen and Hidalgo remind the player characters that a typical Repteam engineer is highly skilled in all forms of technology and can repair most anything. Additionally, he can do so with little difficulty while also dressed in a pressure suit, such as might be needed in a blown-out compartment. Because the two Repteam members are so valuable to the mine, they have managed to make it appear that much of their work requires the use of computers to assess future breakdown probabilities and repair strategies. Since their arrival, the mine has had a 15% improvement in production, and the Orion mine commander credits them with much of it. This



has allowed the two Humans access to the mine's computers, in which they have contrived to place virus programs that will enable them to carry out certain aspects of their escape. They have been unable to do more until now because of the need for help from expert pilots.

THE GREAT ESCAPE

The Repteam's escape plans are dependent on several factors, some of which they control and some of which they do not. Because the player characters have some of the expertise they lack, their help is needed to lead the escape.

The virus programs the Repteam has planted in the computers will allow them access to the internal sensors monitored by the mine's security center. These include the monitors of the mine's internal atmospheric pressure, the video relays, and the sound monitors.

The Repteam are experts in coping with and controlling vacuum conditions in enclosed spaces, especially in Zero-G. The virus programs will confuse and panic the Orions by instructing the monitoring gauges and alarms that the mine is undergoing a major blow-out and that all spaces are losing pressure quickly. The video displays will show the atmosphere condensing and fogging the lenses. The sound monitors will pick up realistic screams of terror and the booming and suctioning sounds of outrushing air.

In reality, there will be a vacuum occurring only outside the security center, created and controlled by Hidalgo Lopez. He will be using this to set up a surprise for the Orions as they attempt to escape through to the docking bay. Clumsy now in their pressurized suits, the Orions will encounter full atmosphere at the docking bay, as well as a group of slaves armed with shovels, rocks, and other primitive implements ready to strike. Before they can react, the Orions will have been attacked and struck down. Due to the lethal nature of melee combat between slaves and their oppressors, the Repteam could not be certain of being able to capture a pilot. Thus, Lopez and Chen have been waiting for the day they would encounter a fellow slave who might be able to fly their escape vessel to Selkadroon, especially as the Orions will almost certainly pursue.

Their escape plan requires that an ore carrier of adequate size be in port so that the hundreds of slaves can be loaded into it, leaving none behind to be taken back to Rigel by any surviving Orions. Such an ore carrier will be docked in about four shifts' time, and so a fighting force adequate to the upcoming fight must be assembled.

The player characters must now find out who will be willing to help fight the Orions. The Humans will resist participating in the escape plan, as most of them are certain the Orions will retaliate by opening the airlocks. They would rather not die by explosive decompression. On the other hand, the Andorians generally show a grim glee at the prospect of taking on the hated slavers. Love of freedom is deeply ingrained in the Andorian nature, as is violence.

Patrick Chen is able to get a small schematic of the typical control board of the class of ore carrier they are likely to capture, and the player characters who will pilot it can study the plans. It is difficult to gather any weapons or weapon-like items except for rocks. Teams of armed Andorians must be assigned to strategic locations by the characters.

Captain Harrelson should assign each of the *Albert's* crewmembers to gather and lead a small combat team from among the slaves. Each member of the crew has different skills that may be useful in persuading others to join them,

and the players should be encouraged to be creative. For example, Harrelson could use her *Leadership* skill to gain the trust of a few Andorians, or her *CHA* to sway a group of Humans. Any skill roll made in an attempt to recruit combat team members should be logical in context, however. In other words, trying to recruit spear-throwing aborigines by impressing them with a prowess in *Starship Sensors* is probably a waste of time, but prowess in *Arm Wrestling* might persuade them to join the revolt.

PANIC!

After the player characters are sure their teams of warrior/slaves are at their posts, Chen gives the computers the signal that activates the virus programs, and Lopez begins the breaching of the compartment that leads to the Security Center. The Orions on-duty observe in horror as the mine suddenly appears to be severely damaged. Led by the *Albert's* crew, large groups of slaves attack the mine's overseers. If successful, these groups will now be armed with their former captor's weapons.

When the gauges appear to show that the entire mine is decompressed, the remaining Orions in the Security Center get into their space suits and seek escape to the docking bay. The first corridor they enter is definitely vacuum, but the next area is in pressure, and explodes inward as they enter. The intruding air throws the Orions backward in a heap, with 1-10 points of damage to each (roll 1D10 per Orion present).

At this point, the slaves are fighting at Zero-G. The only place where the order to empty the mine's entire air supply can be given is in the Security Center, but the virus has dumped that program from immediate access memory. There were only 40 Orions to be found in the entire mine, and 30 of them were overseers who should have been eliminated inside the working areas. It is in the docking bay, however, that the player characters can take some revenge against their Orion captors. Hordes of uncontrollable slaves, especially Andorians, should insure the death of all Orions, no matter how much the players try to prevent it. During the takeover of the mine, the Orion crew of the newly-arrived ore carrier will also be killed.

The gamemaster must make the players feel how urgent it is that they leave quickly now. If necessary, he can do so by describing the mob gathering at the foot of the gangway, rushing to board. All the hundreds of former slaves should be aboard when the docking bay mechanisms start the automatic opening sequence of the armored door, as triggered by the virus program. The air will rush out of the opening door as will the extra picket vessels in dock.

The two Orion picket ships (two survivors of the space battle, chosen randomly) will be hovering nearby, as radio contact with the distant sensors was cut off when the virus went into effect. Since then, they have been unable to raise the mine. At this point, they have not yet called the blockade runner. However, once the ore carrier bursts out, they will.

Then the Orions will launch an attack. The ore carrier piloted by the player characters will be heavily-armed for a ship of its class, and its disruptor battery should be able to quickly finish off the pickets.

[GAMEMASTER'S NOTE: Subspace radio contact with Selkadroon will be available at this point if the officer manning communications makes a Skill Roll against his rating in *Communications Systems Technology* with a 20 percent penalty for using an Orion system. Once the blockade runner gets closer, however, jamming will occur.]

HIGH SPEED CHASE

Now free of the picket ships, the players' group should try to play hide and seek with the approaching Orion blockade runner rather than trying to outrun it. If it appears that Captain Harrelson is going to try to outrun, be sure to have one of the Repteam remind her that the *Bolt* is the ship that captured most of the vessels providing slaves for the mine, and that it is much faster than their ore carrier. By remaining in the belt, the player characters will be able to keep the *Bolt* from catching up with their escape ship immediately. Even if the Orion blockade runner does catch up, continual dodging among the asteroids should keep the ore carrier from being destroyed outright. It will also make gunnery a nightmare, even for the highly-trained spacers aboard the *Bolt*.

Assuming that the crew notice their radios are not being jammed, they can contact Selkadroon. Police vessels filled with reinforcements will be launched, their crews overjoyed at the prospect of finally seeing some action, after months of inactivity.

The blockade runner will try to disable and board the ore carrier. Although this is difficult with the ore carrier's screens up, it is possible, especially if the Orions have a chance to launch a shuttle with a combat crew of some 20 marines aboard.

Due to the distances involved, this is a chase of days, similar to the 'stern chase' of sailing days. The *Bolt* should be rather close behind the ore carrier within the belt, say 50 to 300 hexes astern (roll a six-sided die and multiply by 50) at the start of the chase. The total distance to the Selkadroon asteroid will be 3140 hexes at 10,000 miles per hex. As before, it will take 8-12 turns for the blockade runner to appear after the pickets call her.

For every turn after the ore carrier leaves the mining asteroid, the player characters can subtract that distance from the total distance they must cover. If the police cruisers are launched from Selkadroon, they will fly at a constant 10 hexes per turn, and this may also be subtracted from the distance to safety.

The amount the blockade runner gains each turn will depend on the speed each vessel flies through the belt. Each turn that the pair of vessels travels at a speed of 10 or above, the Helmsman must make a Skill Roll against his rating in *Starship Helm Operation*. For each point of speed above 10 that they travel, there is a penalty of 5% on the roll. Failure of the roll means the unfortunate ship must roll on the table below.

- | | |
|--------|--|
| 01-50% | There will be a flaring of the deflectors, with a 2-point loss of speed. |
| 51-75% | A large rock hits a sensor outlet, with the view-screens blanking out. Speed must decrease by 3 points until a Skill Roll against <i>Damage Control Procedures</i> succeeds. |
| 76-90% | A power surge scrambles the current program on the navigation computer, and it must be reprogrammed. The Helmsman must fly by 'the seat of his pants', requiring a Saving Roll against his DEX score for one turn. |
| 91-99% | Deflectors could never stop the asteroid coming at the vessel now. A Skill Roll against <i>Starship Helm Operation</i> with an additional 25% penalty is necessary to avoid 4 points of superstructure damage. |
| 100% | This one hits. The deflectors flare, and the engine room explodes. The ship is dead in space. |

The cruiser will be jamming both the radio band and the sensors of approaching vessels, and so the player characters in the ore carrier will not realize how close the police reinforcements (if any) are.

[GAMEMASTER'S NOTE: Nobody can go at 30 or more] If the *Bolt* closes to 20 or less, combat ensues and the board is set up. Refer to the notes in **Battle Among the Asteroids** for special rules in the belt.

If the player group's ore carrier is able to reach within 100,000 kilometers of Selkadroon, the Orion blockade runner will break off the attack and streak for Orion space. If the ore carrier is caught, a firefight will occur aboard. Several dozen modern weapons (such as Phaser II and Klingon disruptors) are available to the former slaves.

While the fight rages inside, the police vessels will arrive, driving off the Orion blockade runner by their very presence. Then, 40 police commandos armed with heavy weapons will board the ore carrier right behind the Orion marines, who will be expecting reinforcements, not the cavalry. The former slaves will be just as surprised. Not only has the firefight been taking all their attention, but the *Bolt* has been jamming incoming signals from the police.

OUTCOME

The ore carrier is now assumed to be safe in orbit around Selkadroon or docked on the surface. The *Bolt* is en route to Orion space at the maximum warp its engines can sustain. Wounded and ill slaves are recuperating at the hospital in Adminvolm. Several mining companies have security teams with armed vessels jetting toward the dilithium mine until the problem of its ownership is resolved. Several families have held tearful reunions with loved ones missing for months or years, including Polly Taylor and her family.

The Selkadroon Council of Corporations is having special medals for courage and daring awarded to the members of the *Alberts* crew, the Repteam, and those members of the attack squads who survived the fight.

The *Albert* is under tow to a repair bay at Selkadroon where Interstellar Mining and Manufacturing has offered to repair its damage free of charge. It will later be reported that the Orion blockade runner has escaped interception by a Star Fleet vessel dispatched from Star Base 27.

Several weeks later, The Federation sends the Orions a diplomatic query concerning the breach of their mutual treaty prohibiting the slave trade. In typical Orion fashion, the Orions will respond by blaming one another, arguing among themselves, and creating as much confusion as possible. The discussion peters out over the next six months to the disgust of the Federation ambassador.

Gamemasters are aware that players do not always respond to the situations devised for the game in predictable ways. It is quite likely that they will run through this adventure in a fashion not covered by descriptions given here, or that they will insist on doing things in the most disastrous of manners. In these gray zones lies the art of gamemastering, and so it must be left to the individual gamemaster how, or even whether, to help the party complete their mission.

If the group strays far from the planned course of the adventure, they may miss many clues that have been placed for their instruction, and for their mystification, but the final goal for both gamemaster and players is enjoyment. Feel free to run this adventure in a manner that is challenging and pleasing to your adventurers.

COMPUTER FILES

INVESTIGATING RUMORS

The data confirming or refuting rumors the players have encountered in Selkadroon will be found in the *Albert's* computers or in the files in Adminvolm. Details must be searched for diligently. The various items that are of public record can usually be found in about half an hour with an appropriate Skill Roll against *Computer Operation*, otherwise help must be sought. Those questions that are more involved will take much longer to discover, up to days.

INDEPENDENT SCOUTS

A search of the files of the port authority will show that several independent scouts departed on search patterns to the most distant regions of the belt, but these scouts have never returned. At first, it might have seemed that the scouts simply left the Selka system altogether. Further research shows that these men had made frequent, if irregular, stops on Selkadroon up to the time when their whereabouts were last known. Since filing their last search pattern, however, they have simply vanished.

In addition, research shows that not long ago a firm considered opening a station to increase the exploration of the antipodal sections of the asteroid belt. The idea was squelched by a number of firms whose interest appears to be in keeping Selkadroon as the center of the Selkan economic picture. These firms were led, at least monetarily, by Ore Haulers, Ltd.

LOST REPTTEAM

The Repteam roster will show two members listed as on indefinite leave of absence. These two are described in the **Cast of Characters** section, and a deep search of the Adminvolm computer files will turn up their dossiers. They will also be listed in the files of the *Albert*, at least insofar as they were in Star Fleet and have retired to Selkadroon.

VESSEL SERIAL NUMBERS

Review of the registry of vessels in the system shows that the numbers generally follow in numerical sequence according to the date of release from the shipyard. A number of ships, however, have serial numbers that are oddly-divergent from the pattern. If the characters search further, or a make a very good skill roll, they will find that many of these strange numbers are registered to the vessels of one company – Ore Haulers, Ltd.

ORE HAULERS, LTD.

Review of sales tax invoices will show that the various food warehouses sell Ore Haulers, Ltd. enough food to feed about 500 people a month. In actual fact, however, Ore Haulers is listed as having about 90 employees.

Health department records indicate that when the largest classes of Ore Haulers' vessels dock, they often sell great quantities of organics to the fertilizer production units. These quantities are far in excess of what their apparent crew or cargos could generate.

FUN GUYS

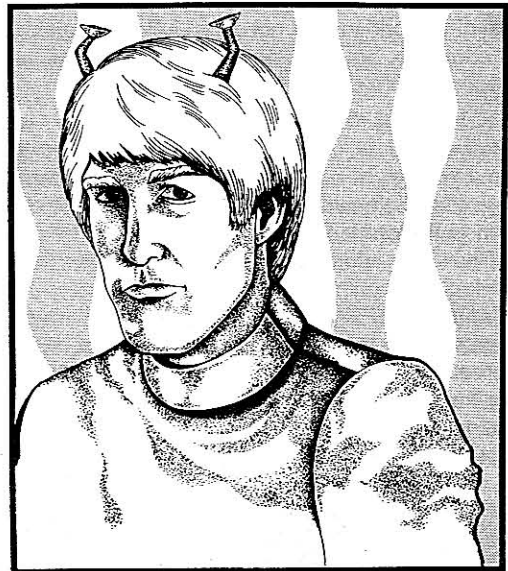
Two Selkan years ago, the yacht *Fun Guys* was lost with all hands, including a member of the largest corporation in Selkadroon. It had been a matter of record that this executive was intending to encourage the increase of prospecting ventures and possibly even to bankroll some out of his own fortune.

SPACE GHOSTS

An obscure news media item will have a very slim chance of being found, but it is the direct ancestor of the children's game. The news item quotes a speech given by an executive of Ore Haulers, Ltd. before the colonial council of businesses. The man explained that the loss of prospectors was due to their unsafe vehicles, not to the existence of "space ghosts". Ignoring his words and intent, the children of Selkadroon caught on to the idea of space ghosts and made a game of it. This speech led to the present high level of governmental legislation for safety equipment required aboard prospecting vessels and also to the doubling of the price for this equipment.

THE ANDORIAN SCIENTIST

The old Andorian met in Factovolm cannot be identified anywhere in the files of Adminvolm, not even in the pension records. Review of the geological surveys of the period during which he likely would have been active shows that all those records have been purged. Two weeks' search will reveal that one of the old staff members in the geological survey office remembers this fellow. "Whatever happened to him?" the man asks the player characters. "He was brilliant."



ORION/FEDERATION RELATIONS

The discussion of Orion/Federation politics overheard in the handball court should prompt the crew to review the *Albert's* files on the **Babel Incident and the Coridan Question** below. If they seek information in Adminvolm's computers, they will find many mentions of nearby raids and other occasional forays by Orion scout vessels of the Regulan family, the clan responsible for the disruption of the Babel Conference called to decide the Coridan Question.

CORIDAN AND THE BABEL INCIDENT

The Adminvolm computer files contain only minor mentions of the embarrassing penetration of the Andorian diplomatic corps by Orion agents. In the Star Fleet records aboard the *Albert*, there is a more detailed discussion, as follows.

Recently placed under Federation Protectorate, Coridan is a small world rich in dilithium crystals but poor in manpower to mine it. Until recently, it was raided frequently by smugglers who illegally mined and sold the dilithium. The major offenders in this matter were Orions. Not only did they make a tremendous profit from selling crystals on the open market, but it is also believed the Orions built most of the versatile little starships of their informal navy using Coridian crystals in their power plants. The Coridian government applied for membership in the United Federation of Planets, hoping protection from Star Fleet would free it from the illegal mining operations being carried out by other off-planet profiteers.

Because the Coridan question was controversial, the Federation convened a special conference on the secret planet Babel to debate the issue. The *USS Enterprise*, one of several vessels involved in the transport of conference delegates, became the target both of an assassin within and an attack from another vessel.

As related in the *STAR TREK* television episode "Return to Babel", Orion smugglers had placed an agent disguised as an Andorian aboard the *Enterprise*, and they were also following in a high-speed ship. When Thelev, the agent, was discovered and defeated, both the Orion ship and the spy destroyed themselves. Though responsibility was disavowed by the Potentate of Orion, these actions proved to be machinations of the Regulan clan, a powerful Orion family that had hoped to start a major civil war in the Federation over the Coridan issue.

Though the Orion plan was thwarted in the "Journey to Babel" incident, the Babel conference was no less stormy because of it. Coridan was not given full membership status in the Federation, but became a protectorate until the day it might become more economically developed.

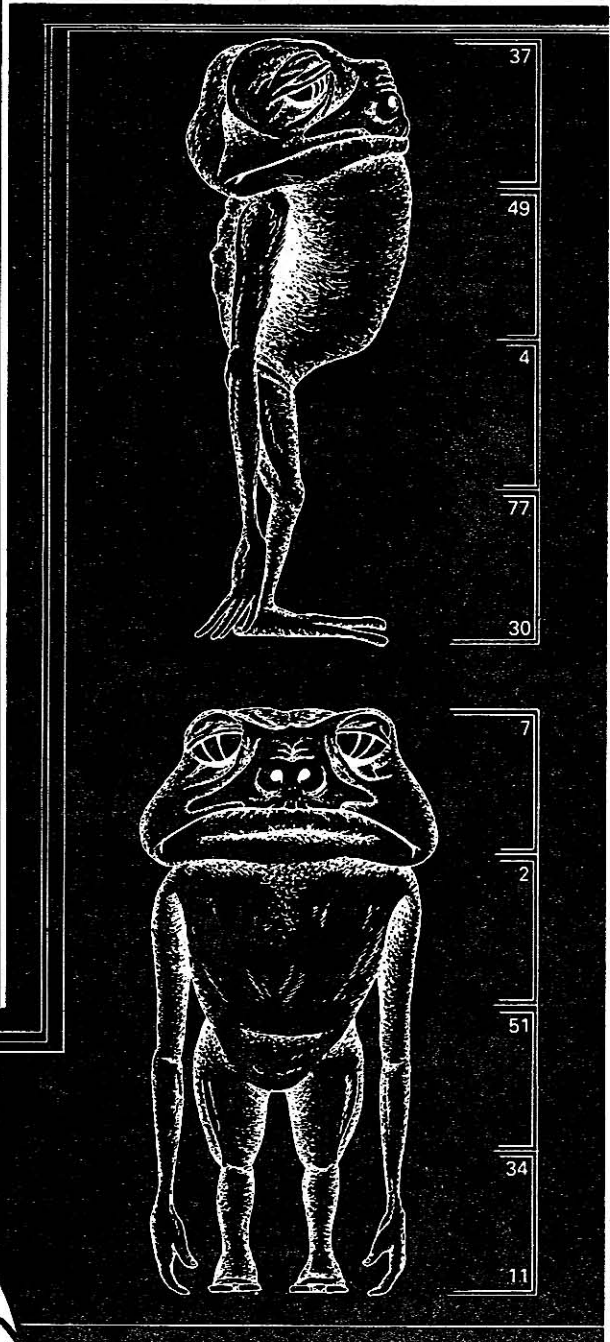
DACRONITE SLAVES

Review of data aboard the *Albert* will reveal that the frog-like creature is a Dacronite, a favorite slave of the Orions in their homeworlds. These creatures are otherwise unknown to Federation sources and have not been studied at all. Thus, no information will be found in the files of Adminvolm.

[GAMEMASTER'S NOTE: There is no way for the player characters to learn this at the moment, but the unlucky creature whose corpse was recovered was to be a slave in the Orion's dilithium mines here, but died en route and was jettisoned several years ago. The alien was found by a vessel slightly out of the typical orbit.]

COMPUTER ALARM

The search for information on Ore Haulers, Ltd. will set an automatic flush and alarm in the Ore Haulers office in Outsysvolm. They will abandon the place after destroying their records. An exceptionally high Skill Roll by the player character against his rating in *Computer Operations* will allow him to realize that he is about to set off the alarm, but it cannot be avoided if he continues. The only access point not protected is to be found in Powervolm. It was caused by a glitch in the Ore Haulers programs.



287643 9877259017 14609338142262
6047956 608025185 629231 79422585

ALIEN TYPE:
DACRONITE

ANDORIANS AND ORIONS

This information will be useful to both the gamemaster and the players. The gamemaster can use his own discretion in providing the material to the player characters at appropriate moments in the game.

ANDORIANS

PHYSIOLOGY

Andorian physiology has influenced every aspect of Andorian life, from the laws and mores of the Andorian peoples to their history and their relations with other races of the Federation. With their robin's egg blue skin color and pure white hair, the physical appearance of Andorians is remarkable in the Federation. This color pattern is due to the high concentration of cobalt in the hemoglobin of Andorian red corpuscles.

In general, the Humanoids of Andor are believed to have originated among the ice and glaciers of the polar continent in the southern hemisphere of the planet. As Andorians are endothermic to a degree, they have difficulty keeping their temperatures down to the normal 57 degrees C. (102 degrees F.) when in temperatures over 44 degrees C. (80 degrees F.). At higher temperatures, they lose their highly-touted logical minds, and tend to become cunningly violent.

Andor is a comparatively high-G world, gravity being 17% over the Terran 1G. Additionally, the planet's atmosphere is thinner than the atmosphere of Earth, usually 590 mm of mercury, compared to the Terran normal of 760 mm at sea level. Thus, Andorians have much better lung capacity than the typical Human, and can work and fight much more efficiently in thin atmosphere.

Psychologically, the typical Andorian is nearly as logical as a Vulcan, but has emotions similar to those of Humans. This has led to an interesting Andorian logic system now under study at the Vulcan Academy of Science. It gives certain values to emotional states, a concept that is not incomprehensible but highly suspect to the Vulcan academicians. Human philosophers studying this alien logic have, however, found much of value in it. The Oriental races of Earth feel especially akin to the system.

Andorians have antennae, another important aspect of their physiology. These are sense organs like the Human ear, but even more sensitive and with the sonar detection ability of the bat. This allows Andorians a reasonable chance of recognizing the tactical situation during combat under conditions of complete darkness. If struck in the antennae, Andorians experience as much or more pain as that felt by a Human male struck in the groin.

In game terms, typical Andorian attributes will be modified as follows (per the **Star Fleet Officer's Manual**):

STR +10
END +5
LUC -20
PSI -20

SOCIOLOGY

Andorian culture has been marked by much warfare, just as have all the major races in the Federation. (This includes even the Vulcans. Their present-day insistence on logic and control of emotions is a result of the long tribal wars before the days of Surak.)

In the ancient days, before the advent of writing and record-keeping, the tribes of Andor wandered out of the polar regions into the hotter areas near the planet's equator. As they travelled north, they found larger sources of food, and learned agriculture. However, they also found that Andorians living in the warmer regions tended to be more warlike during the summer months. War followed war, and the more peaceful lands (say, in a mountain valley or in the distant original homes at the pole) were often forced to fight for at least a short time until the invading armies 'cooled off'. Then, negotiations could begin, with both sides willing to make amends.

In the long run, the more peaceful lands could not raise enough warriors to hold off armies from the hotter regions, due to their more peaceful activities and cooler heads. What followed was the formation of "Cities of Refuge" in the cool lands, where hotheads who had slain someone in the lowlands or in the distant lands along the equator could be protected from avenging relatives. The only string attached was that these persons were required to join the defense forces for that city for a period of ten years, and that they promised to protect any other member of the defense force from any attack. In later years, these forces led to the formation of mercenary bands. During the early years of the Federation, these mercenaries found renown defending young colonies from attack by Klingon raiders and other pirates.

As the Andorians became more technologically advanced, they sought more power for weapons, just as did the Humans. They also hoped to improve individual productivity and comfort, but a major project was the attempt to control the weather, or at least to minimize wild variability in temperatures. It was quite simple to control the climate in areas such as the polar continent. It proved impossible to control other areas such as deep mines, forges, and smelters. The workers there became known for their easily-provoked, violent anger. (This tendency even became part of the ancient mythology of the equatorial regions. Their gods of war were often also the deities of mines and possibly the smiths of the pantheon.)

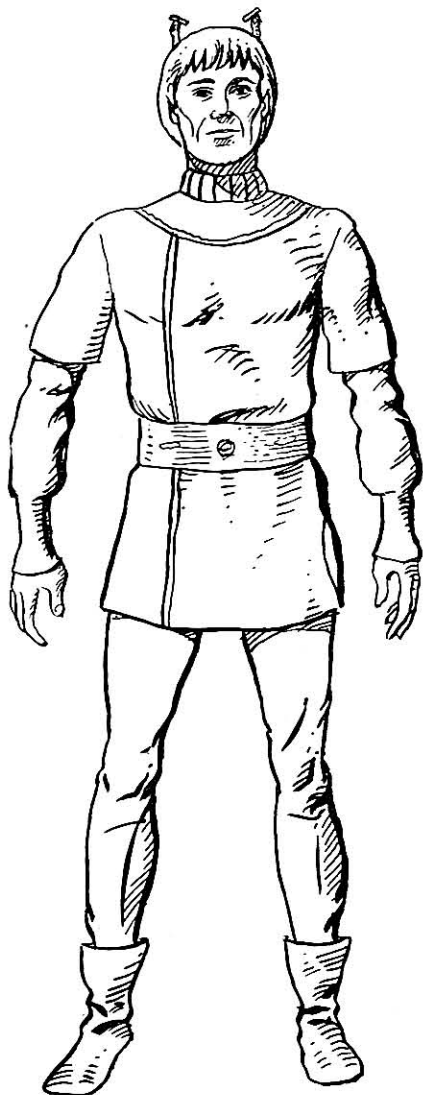
Nevertheless, the Andorians were the first race to arrive at weather control on a planet-wide scale, and most of their colony worlds are either completely climate-controlled (as are the asteroids of the Selka system) or are frigid, windswept iceballs. As Humans and other races generally prefer warmer places, this led to a relatively peaceful integration of the spheres of influence among the races and to the amicable relationship that later led to the Federation.

GAMING WITH ANDORIANS

The Andorians present in the Selka system are full-fledged members of the Federation in every respect. There is no widespread racial prejudice in the system (although rare individuals may harbor distrust of some of the other races). As the Andorians are under climate-controlled conditions there, their efficiency will be at a maximum and they will be unlikely to show heat-induced violent tendencies. However, the gamemaster should note that under heat conditions, the Andorians will not act in a berserk fashion as might Viking warriors in the Dark Ages on Earth. They will instead be cunning and bloodthirsty fighters.

Typically, Andorians should be played in a rather logical manner, tending not to act on hunches unless they can be researched for more corroborating evidence that such actions have a chance of good results. Some of this is reflected in the lower *Luc* score for Andorians as compared to Humans. Some of this will only be made obvious by appropriate role-playing.

In this adventure, the players should be given many opportunities to interact with Andorian NPCs who reinforce the difference in interests, motivations, and attitudes. This is left to the gamemaster, but the contrasts are important to emphasizing that these are aliens, and not merely Humans in blue suits.



ORIONS

Following is a capsule summary of what is currently known about the Orions, master traders, pirates, and liars of the known universe. Gamemasters are also referred to the FASA publications *The Orion Ruse*, *Margin of Profit*, and *The Triangle* for further information about Orion history, character, and relations with other races. The planned release of the Orion character supplement, *The Orions*, may differ slightly or contradict the information listed below. Gamemasters should use their best judgement and own personal preferences in reconciling different information.

PHYSICAL DESCRIPTION

The Orions, from planets in the Rigel star system, are rather Human-like beings. The main difference is their skin color, which ranges from ruddy, golden orange to the skin of Terran Caucasians. Some very Human-like females, however, are born with green skin.

SOCIOLOGY

Orion society is tribal, there being no central government. Although they may present a united front for awhile, they will eventually forget the reason for their unification and fall to fighting among themselves. Unless united by some outward threat, the Orions are incapable of concerted action.

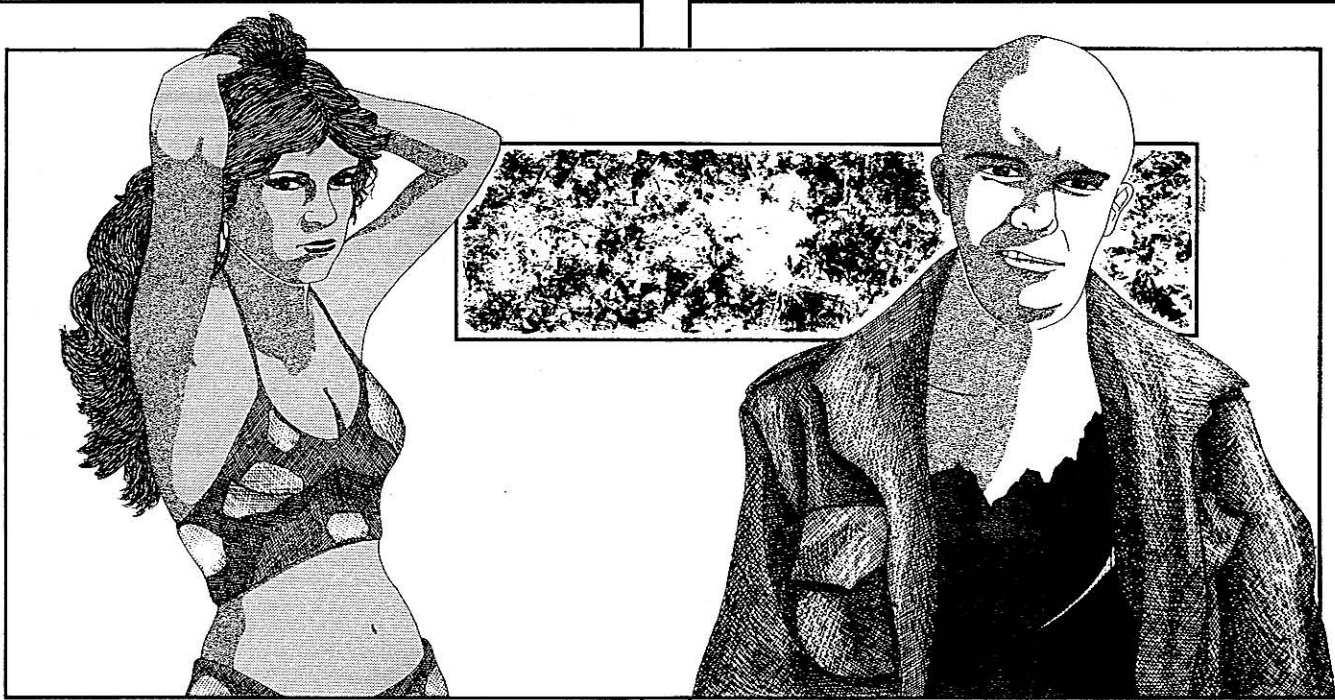
Each family maintains a code of ethics all its own, and primary loyalty resides with the house and its patriarch. The houses, while fiercely loyal within the family, are equally distrustful of others (Orion or not) from outside. It is for this reason that the Orions make such good pirates. They have a deep sense of loyalty and a deep sense of apprehension. They will fight to the death for their own, but will pass another Orion being dismembered by an angry mob without even turning a hair. To weld this group into a force capable of unified action would take a miracle.

HISTORY

Prior to the unification of the United Federation of Planets, each of the races within the current Federation maintained its own military organization. As the Federation evolved, the Orion family groups near its sphere refused to endorse unification with the UFP. However, the systems bordering the Orions were unanimously pro-Federation, and soon the Orions were engulfed.

As the power of the Federation grew and the Orion worlds were gradually surrounded, the Orions were able to preserve their sovereignty by proclaiming neutrality. Some Orion leaders, unwilling to bend as the reed does, fled to the security and anonymity of the Triangle. From this self-imposed exile, they carry on, financing their growing strength through trade and pillage.

The neutrality of the Orion worlds is guaranteed by both the Federation and the Klingons. Each of the dominant races sees this neutrality as benefitting themselves at the expense of their neighbor. Both see that a neutral Orion system is better than one that is hostile, for that would mean conflict with the Orions as allies of the enemy power. Neither major power wants especially to be allied with the Orions, for that would mean effort would have to be expended in their defense.



The Orion Colonies have tried to maintain an air of neutrality, concerning the Federation and everyone else, but in practice this seems a thinly-veiled license to prey on everyone without a particular prejudice in any political direction.

PIRACY

The Orions entered the Triangle before their homeworlds near Rigel were swallowed up completely by the growing UFP to coreward and the Klingon Empire to spinward. Since that time, they have developed into tightly-controlled family empires with organized armies of raiders and smugglers operating within the region. Seizing the opportunity to enter the high-profit world of contraband, the Orions established themselves as ruthless and daring by crossing the boundaries of all three of the adjacent powers. In each area, they concentrated on the most expensive and most demanded products.

The pirates turn a portion of their profits over to their family patriarch, who uses the funds to bribe governors, support family bureaucracies, and to purchase better weapons. The homeworlds, on the other hand, officially condemn the practices of the pirates, while also turning a blind eye on their activities. Nominally opposed to their actions, the homeworlds grant covert aid to the pirates, being a last refuge for pirates chased by cruisers from one of the adjacent races. When the unfortunate pirate is compelled to enter Orion space, with retribution close behind, the Orions arrest the captain and incarcerate him and his crew. Some time later, having confiscated a part of the wealth on board the offending ship, the captain, crew, and vessel are released. Somehow the ship has been repaired, a condition accomplished against the express wishes of the Orion government involved, and it vanishes again into the void.

Young, ambitious Orions look to the pirates as role models. The pirates become the epitome of all that is good in the Orion ethos, and the young men flock to the side of any successful commander. Thus, the pirates have no trouble recruiting the best and the brightest of the Orion stock.

ORION SLAVE TRADE

Green-skinned Orion females are held in semi-slavery by Orion males. They are extremely seductive, with legend holding that Human males cannot resist them. Transport of slave women beyond the neutral Orion planets is prohibited, and, of course, slavery is outlawed at all levels of the Federation. Few Federation Star Fleet personnel have really ever seen an Orion slave female.

Though the Orion Colonies gained UFP membership and favored trade status was conditional upon abolition of the green slave trade (leading to the Orion Abolition Crisis), the policing of these laws remained the responsibility of UFP forces. Orion police agencies continue to ignore green slavery, at least on a small level, taking action against major violations only when prodded to do so by threats of trade restrictions and armed Federation intervention.

Orions are somewhat contemptuous of local laws, however. They will not break them openly, but will get around them whenever they can. Though slavery is outlawed in the Federation, an Orion ship captain who is wealthy enough to own green slave women might well keep one or more onboard ship, even when travelling to Federation ports. This is technically illegal, but officials ordinarily take no notice if the women do not leave the ship or attract attention, to avoid an interstellar incident.

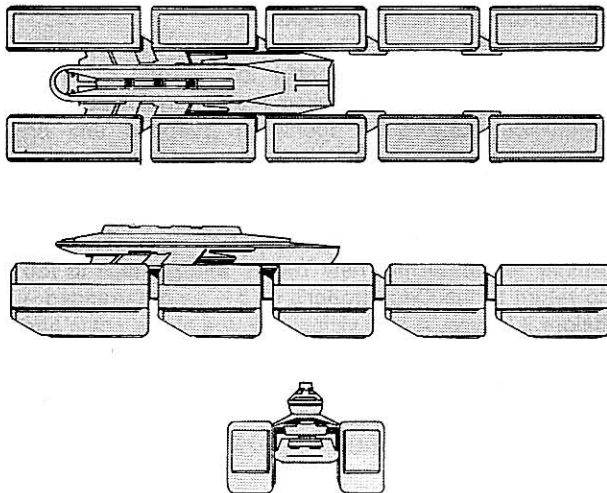
On rare occasions, an Orion trader who is strapped for cash might offer (very discreetly) to sell one of these women. This would rarely be risked in a Federation port, but is sometimes done quite openly in freeports and on tradeworlds that do not prohibit it. Humans and members of other races who 'own' Orion slave women are understandably reluctant to disclose this fact. More than once such a sale has been a ruse, and the woman finds an early opportunity to murder her new 'owner' and perhaps to rob him to return to the Orion trader's ship – as prearranged – just before it leaves. A less vicious version of this scam has the woman simply run away at the first opportunity. The victim of this scam has lost the purchase price and cannot, of course, go to the authorities.

VESSELS

JESSUP CLASS II ORE FREIGHTER

Construction Data:	
Model Number-	MK Vb
Date Entering Service-	2/1212
Number Constructed-	approx. 340
Hull Data:	
Superstructure Points-	4
Damage Chart-	B
Size	
Length-	160 m
Width-	45 m
Height-	30 m
Weight-	14,010 mt
Cargo	
Cargo Units-	900 SCU
Cargo Capacity-	45,000 mt
Landing Capability-	None
Equipment Data:	
Control Computer Type-	L-13
Transporters-	
standard 6-person-	1
cargo - small-	2
cargo - large-	1
Other Data:	
Crew-	12
Passengers-	4
Shuttlecraft-	2
Engines And Power Data:	
Total Power Units Available-	11
Movement Point Ratio	
unloaded-	1/2
loaded-	2/1
Engine Type-	FSLA
Number -	1
Power Units Available-	10
Stress Charts-	K/N
Impulse Engine Type-	FIC-1
Power Units Available-	10
Weapons And Firing Data:	
Beam Weapon Type-	OD-1
Number-	32-in-1 bank
Firing Arcs-	2 p/t/s, 1 a
Firing Chart-	E
Maximum Power-	3
Shields Data:	
Deflector Shield Type-	FSE
Shield Point Ratio-	1/1
Maximum Shield Power-	12
Combat Efficiency:	
D-	
unloaded-	54.2
loaded-	30.7
WDF-	1.8

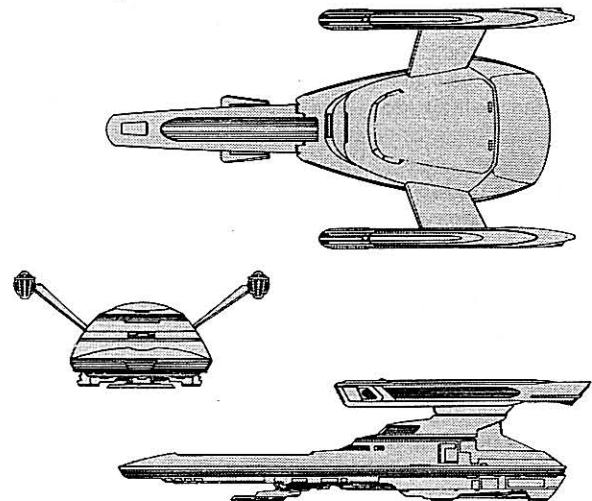
This is an Orion Modification of the Federation *Jessup* Class II Ore Frieghter



PULSAR CLASS II WARPSHUTTLE

Construction Data:	
Model Number-	MK IIb
Date Entering Service-	Unknown
Number Constructed-	Unknown
Hull Data:	
Superstructure Points-	3
Damage Chart-	C
Size	
Length-	40 m
Width-	21 m
Height-	9 m
Weight-	9,725 mt
Cargo	
Cargo Units-	20 SCU
Cargo Capacity-	1,000 mt
Landing Capability-	Yes
Equipment Data:	
Control Computer Type-	L-14
Transporters	
standard 6-person-	
Other Data:	
Crew-	3
Passengers-	10
Engines And Power Data:	
Total Power Units Available-	14
Movement Point Ratio-	1/1
Warp Engine Type-	FWA-1
Number-	2
Power Units Available-	6
Stress Charts-	G/K
Maximum Safe Cruising Speed-	Warp 7
Emergency Speed-	Warp 9
Impulse Engine Type-	FIA-2
Power Units Available-	2
Weapons And Firing Data:	
Beam Weapon Type-	OD-2
Number -	2
Firing Arcs-	1 p/t/s, 1 p/a/s
Firing Chart-	J
Maximum Power -	2
Damage Modifiers -	
+2	(1 - 5)
+1	(6 - 10)
Shields Data:	
Deflector Shield Type-	FSD
Shield Point Ratio-	1/2
Maximum Shield Power -	12
Combat Efficiency:	
D-	59.8
WDF-	3.8

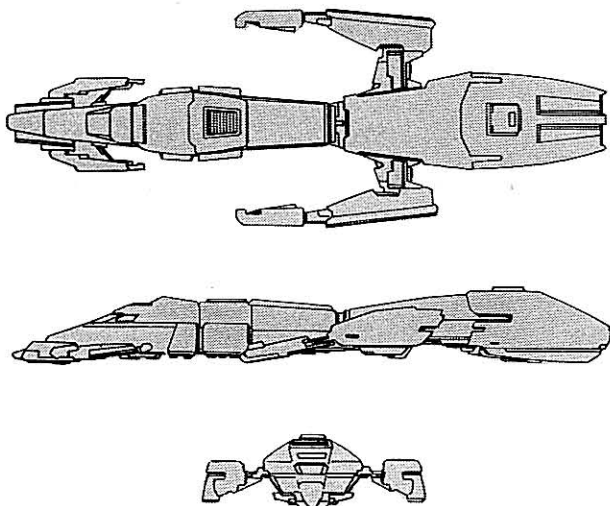
This is an Orion modifcation of the Federation *Pulsar* Class II warpshuttle.



KLONDIKE CLASS II PROSPECTING VESSEL

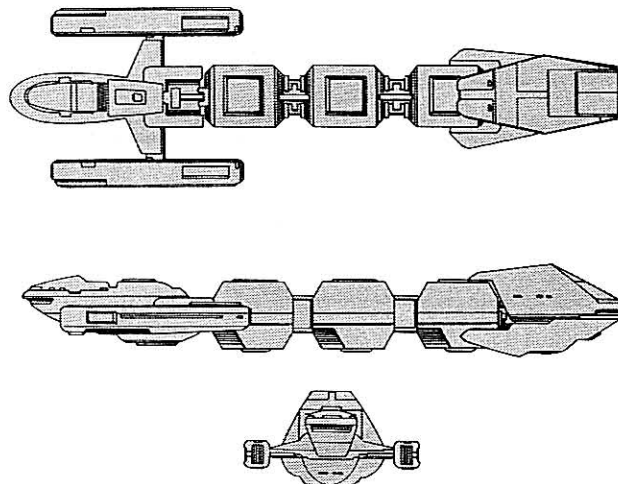
Construction Data:	
Model Numbers-	MK IIIb
Date Entering Service-	2/1006
Number Constructed-	approx. 420
Hull Data:	
Superstructure Points-	4
Damage Chart-	C
Size	
Length-	80 m
Width-	30 m
Height-	10 m
Weight-	13,555 mt
Cargo	
Cargo Units-	20
Cargo Capacity-	1,000 mt
Landing Capability-	Yes
Equipment Data:	
Control Computer Type-	L-14
Transporters-	
standard 6-person-	1
cargo - small-	2
Other Data:	
Crew-	5
Passengers-	2
Shuttlecraft-	None
Engines And Power Data:	
Total Power Units Available-	13
Movement Point Ratio-	1/1
Engine Type-	FSLC
Number-	2
Power Units Available-	5
Stress Charts-	I/K
Impulse Engine Type-	FIA-3
Power Units Available-	3
Weapons And Firing Data:	
Beam Weapon Type-	OD-4
Number-	1
Firing Arcs-	F
Firing Chart-	T
Maximum Power-	6
Damage Modifiers-	
+2	(1 - 18)
Shields Data:	
Deflector Shield Type-	FSD
Shield Point Ratio-	1/2
Maximum Shield Power	12
Combat Efficiency:	
D-	59.7
WDF-	5.2

This is an Orion modification of the *Klondike* Class II Prospecting Vessel.



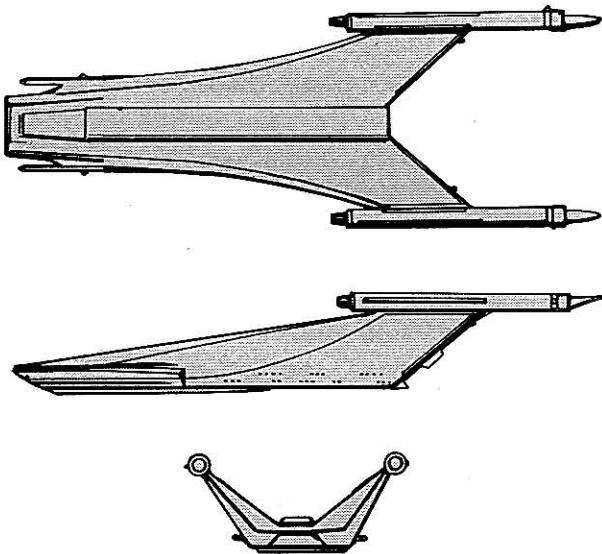
MONON CLASS IV ORE FREIGHTER

Construction Data:	
Model Number-	2
Date Entering Service-	2/1411
Number Constructed-	approx. 400
Hull Data:	
Superstructure Points-	8
Damage Chart-	A
Size	
Length-	210 m
Width-	60 m
Height-	35 m
Weight-	33,315 mt
Cargo	
Cargo Units-	2500 SCU
Cargo Capacity-	125 mt
Landing Capability-	No
Equipment Data:	
Control Computer Type-	MKIII
Transporters-	
standard 6-person-	1
cargo - small-	2
cargo - large-	4
Other Data:	
Crew-	60
Passengers-	5
Shuttlecraft-	4
Engines And Power Data:	
Total Power Units Available-	27
Movement Point Ratio	
unloaded-	2/1
loaded-	4/1
Warp Engine Type-	OWD - 1
Number-	2
Power Units Available-	12
Stress Charts-	K/M
Maximum Safe Cruising Speed-	
unloaded-	6
loaded-	5
Impulse Engine Type-	OIB-3
Power Units Available-	3
Weapons And Firing Data:	
Beam Weapon Type-	OD-2
Number-	3
Firing Arcs-	1 f/p, 1 f/s, 1 a
Firing Chart-	J
Maximum Power-	3
Damage Modifiers-	
+2	(1 - 5)
+1	(6 - 10)
Shields Data:	
Deflector Shield Type-	OSE
Shield Point Ratio-	1/2
Maximum Shield Power-	4
Combat Efficiency:	
D-	
unloaded-	55.4
loaded-	47.9
WDF-	5.7



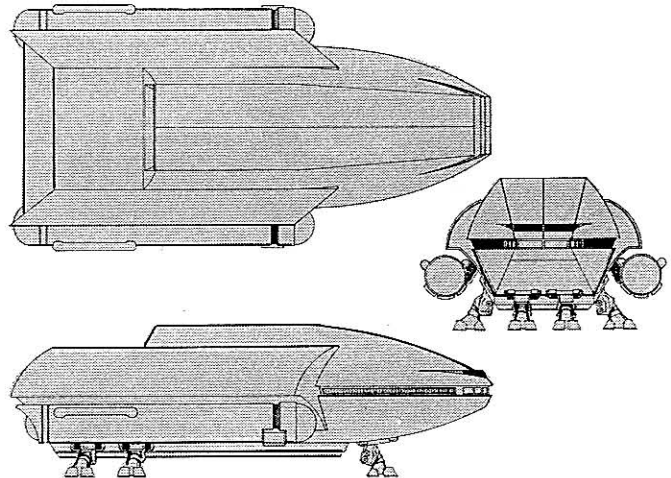
LIGHTNING CLASS BLOCKADE RUNNER

Construction Data:	
Model Numbers-	1
Date Entering Service-	20803
Number Constructed-	approx. 160
Hull Data:	
Superstructure Points-	16
Damage Chart-	C
Size	
Length-	100 m
Width-	33 m
Height-	32 m
Weight-	39,930 mt
Cargo	
Cargo Units-	50 SCU
Cargo Capacity-	2500mt
Landing Capability-	None
Equipment Data:	
Control Computer Type-	
Transporters-	
standard 6-person-	2
cargo - small-	1
Other Data:	
Crew-	23
Passengers-	10
Shuttlecraft-	2
Engines And Power Data:	
Total Power Units Available-	33
Movement Point Ratio-	3/1
Warp Engine Type-	OWA-1
Number-	2
Power Units Available-	15
Stress Charts-	G/F
Maximum Safe Cruising Speed-	Warp 8
Emergency Speed-	Warp 10
Impulse Engine Type-	OIB-3
Power Units Available-	3
Weapons And Firing Data:	
Beam Weapon Type-	OD-3
Number-	6
Firing Arcs-	3 p/t/s, 1 p, 1 s, 1 a
Firing Chart-	R
Maximum Power-	4
Damage Modifiers-	
+1	(1 - 16)
Shields Data:	
Deflector Shield Type-	OSF
Shield Point Ratio-	1/3
Maximum Shield Power-	6
Combat Efficiency:	
D-	80.0
WDF-	18.0



TAVARES CLASS II COMMERCIAL FREIGHTER (TYPE Q)

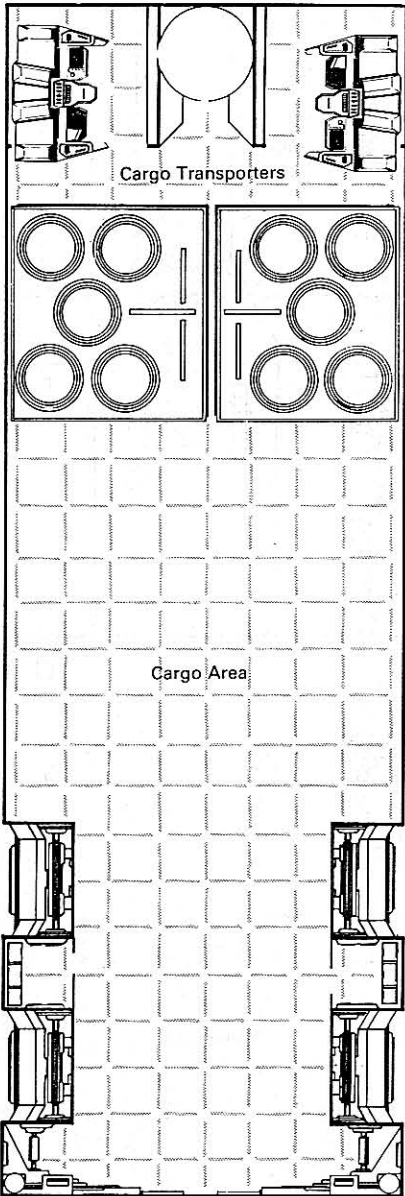
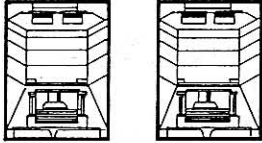
Construction Data:	
Model Number-	Q
Date Entering Service-	2/2210
Number Constructed-	7
Hull Data:	
Superstructure Points-	5
Damage Chart-	C
Size	
Length-	65.5 m
Width-	32 m
Height-	18 m
Weight-	14,360 mt
Cargo	
Cargo Units-	510 SCU
Cargo Capacity-	25,500 mt
Landing Capability-	Yes
Equipment Data:	
Control Computer Type-	L-14
Transporters	
standard 6-person-	1
small cargo-	2
large cargo-	1
Other Data:	
Crew -	4
Passengers-	4
Shuttlecraft-	1
Engines And Power Data:	
Total Power Units Available-	19
Movement Point Ratio-	1/1
Warp Engine Type-	
Number -	2
Power Units Available-	8
Stress Charts-	J/M
Maximum Safe Cruising Speed-	Warp 7
Emergency Speed-	Warp 9
Impulse Engine Type	
Power Units Available-	3
Weapons And Firing Data:	
Beam Weapon Type-	FH-12
Number -	2 in 1 bank
Firing Arcs -	p/t/s
Firing Chart -	R
Maximum Power -	6
Damage Modifiers -	
+2	(1 - 9)
+1	(10 - 16)
Shields Data:	
Deflector Shield Type-	FSB
Shield Point Ratio-	1/2
Maximum Shield Power-	11
Combat Efficiency:	
D/WDF-	77.1/9.8



TAVARES CLASS II COMMERCIAL FREIGHTER

Level 1

Landing Gear



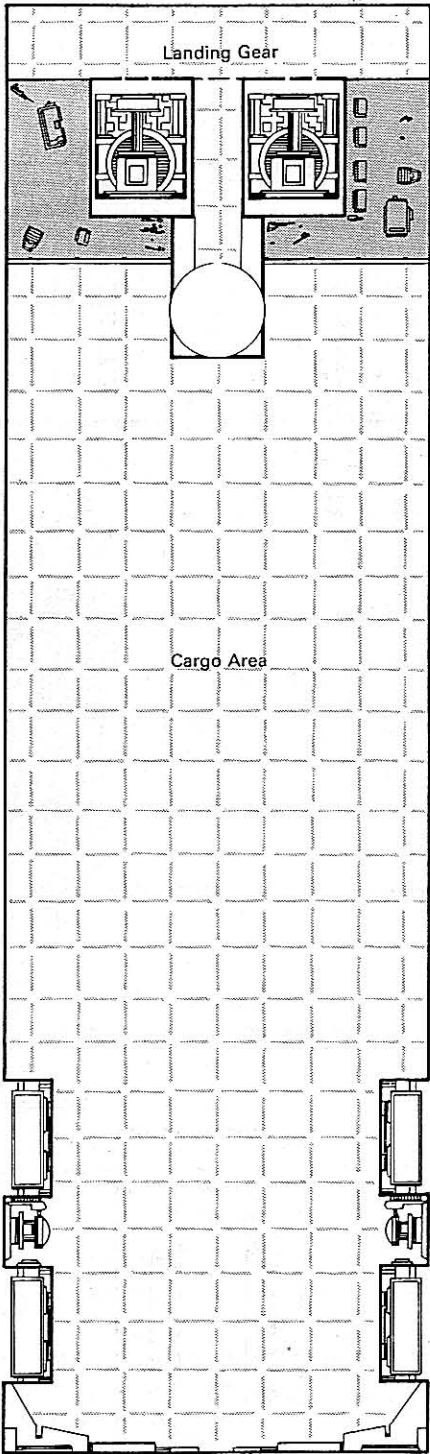
Cargo Transporters

Cargo Area

Landing Gear

Level 2

Landing Gear



Cargo Area

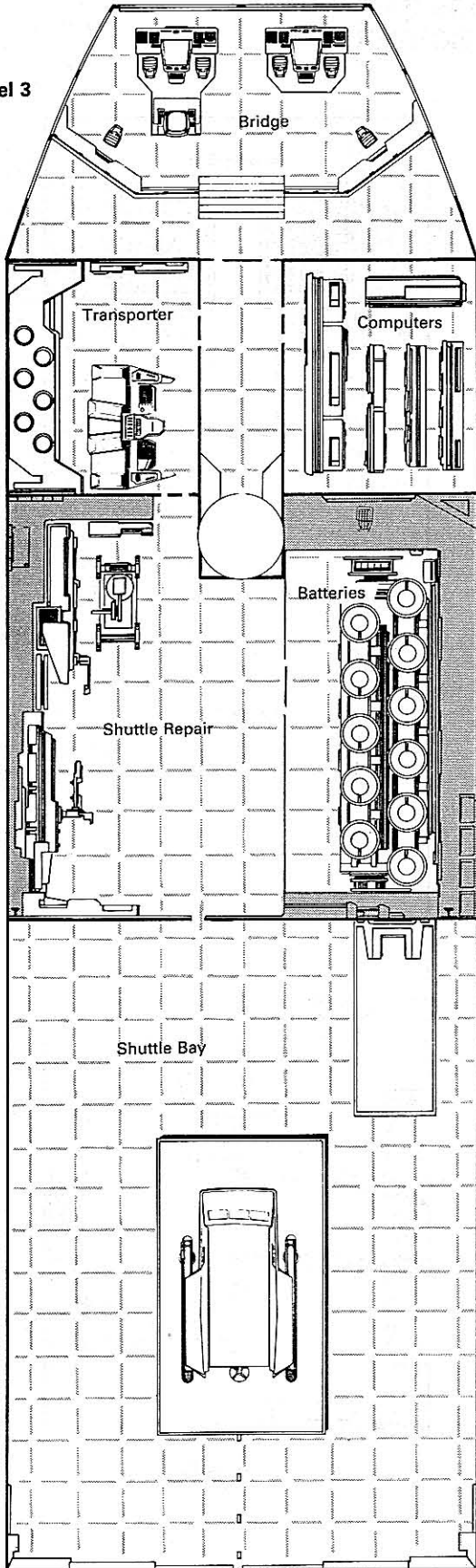
Each square = 1.5 meters



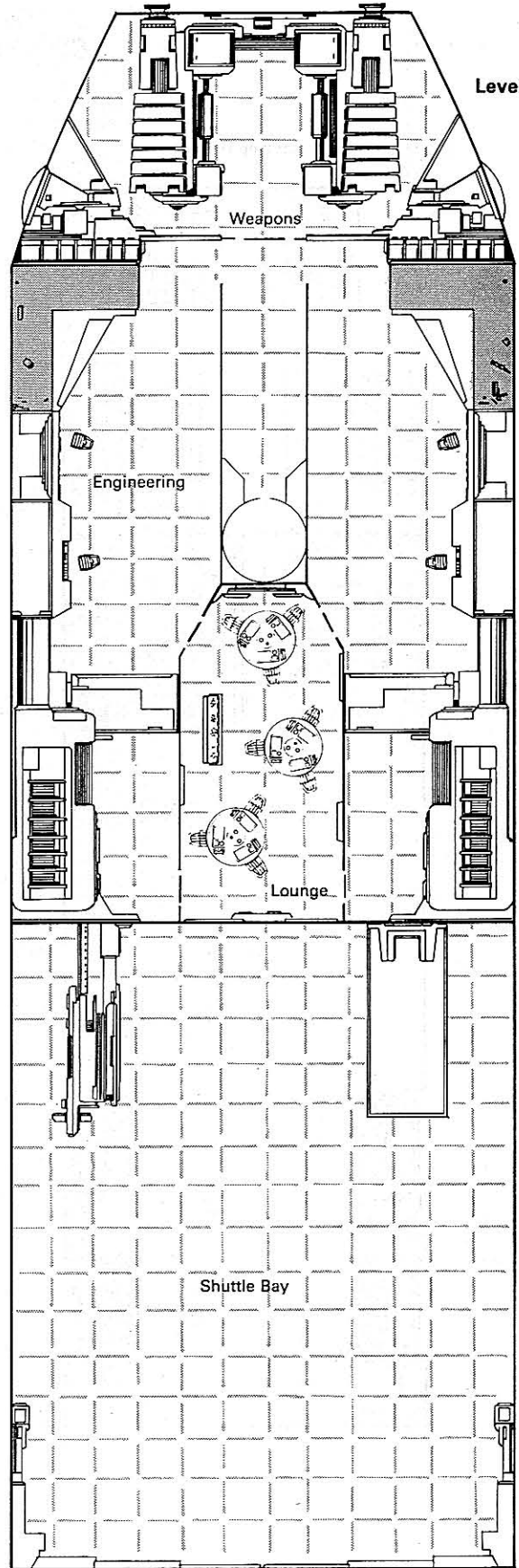
Shaded areas are secret areas

TAVARES CLASS II COMMERCIAL FREIGHTER

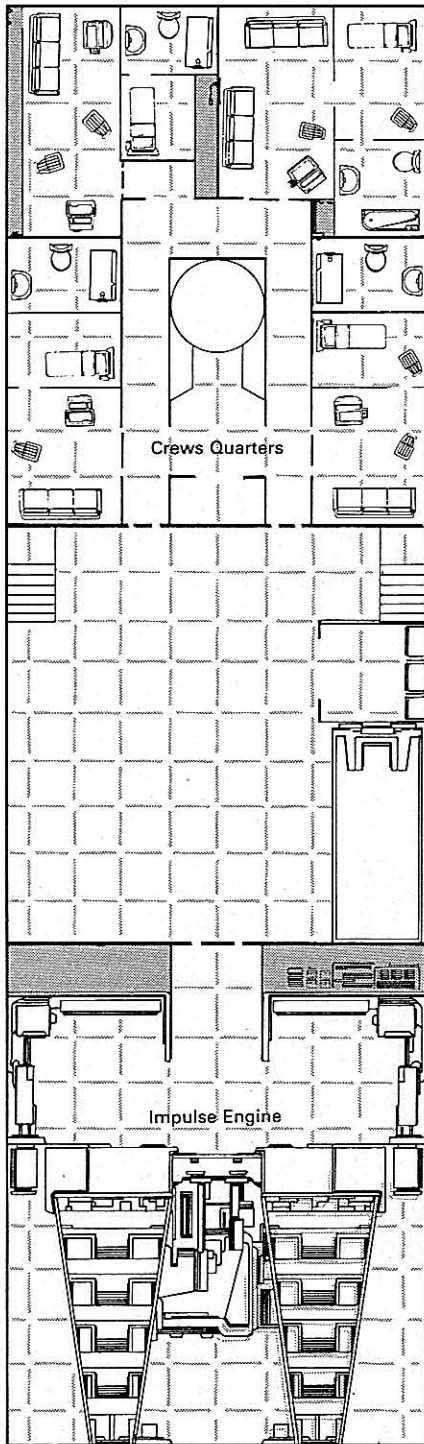
Level 3



Level 4

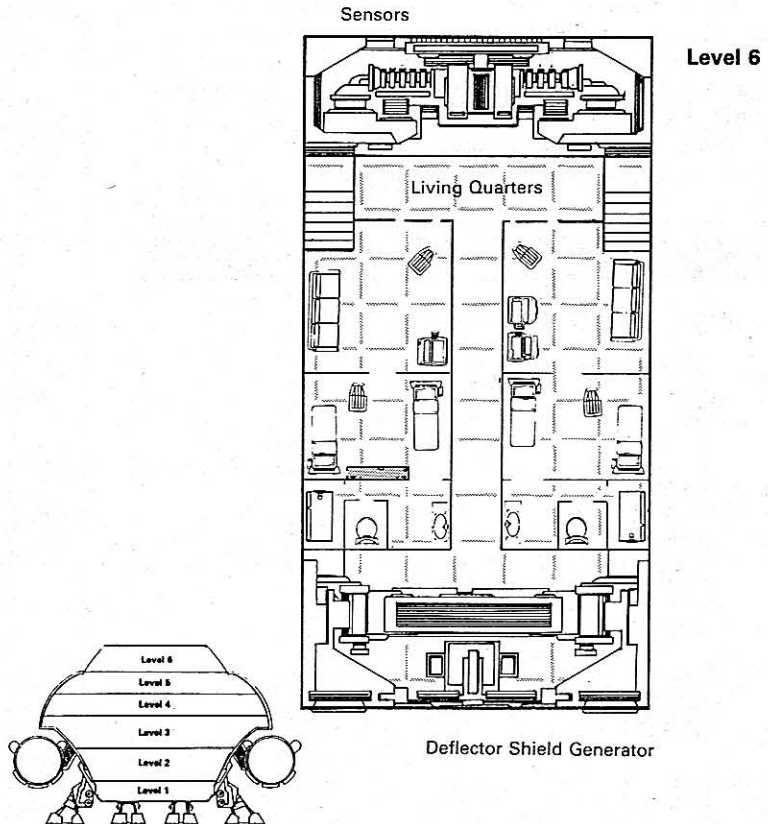


TAVARES CLASS II COMMERCIAL FREIGHTER



Each square = 1.5 meters

Shaded areas are secret areas



Noteworthy Facts:

Designed as a light freighter, the *Tavares* Class has served Star Fleet for 23 years in that capacity. With a cargo capacity of 45,000 tons, these ships ply the spacelanes carrying out the duties of the Materiel Command. These vessels are not only used by Star Fleet but are also to be found in the civil sector. The 1,226 vessels produced for Star Fleet account for only one-fourth of the total built. These small freighters can usually be seen at any starport throughout the Federation and the Triangle.

The Type Q is a research vessel specially built for Star Fleet Intelligence Command. Though they appear to be identical to visual and casual sensors scan, these ships use a different warp and impulse drive system that allows them to travel at considerably higher warp speeds and gives them a more efficient maneuver capability than the standard model. To get this increase in the vessel's performance, sacrifices were made in the cargo capacity and in some crew comforts. This model carries a bank of two phasers mounted in the bow and disguised in the forward sensor array; this mounting is so well concealed that it is virtually impossible to detect on a sensor scan unless the weapon is operational. Though considered by some to be 'a wolf in sheep's clothing,' the *Tavares* is hardly that, considering its weak superstructure and lack of extensive armament.

Of the 1,226 Type II vessels built for Star Fleet, 985 remain in active service, while 72 have been scrapped, 122 lost for various reasons, 40 sold to the private sector. The seven that were converted to Type Q models remain in operation somewhere.

The *Tavares* takes its name from a late 20th-century personality responsible for the Terran movement to populate the nearby planets and thus begin their expansion into the galaxy.

CAST OF CHARACTERS

Included in this chapter are statistics for ten pre-generated player characters, including the Captain and crew of the *Albert*. There are also descriptions and stats for NPCs likely to be part of the role play.

Experienced players may wish to create their own characters, however. Although no pre-generated character is essential to the script, using those included here will help to generate tensions because of their attitudes toward the Orion raiders.

There are also game statistics for minor characters such as miners, prospectors, and Orion guards.

PLAYER CHARACTERS

CREW OF THE ALBERT

Name: HARRELSON, Ellie M.

Rank/Title: Commander

Current Assignment: Intelligence Command,
USS *Albert*, NIA-1210

Position: Captain

Race: Human

Age: 31

Sex: Female

Attributes:

STR - 58	CHA - 88
END - 71	LUC - 64
INT - 78	PSI - 14
DEX - 84	

Combat Statistics:

To-Hit Numbers -

Modern: 62

HTH: 60

Bare-Hand Damage: 1D10+6

AP: 12

Significant Skills	Rating
Administration	40
Computer Operation	46
Damage Control Procedures	10
Environmental Suit Operation	10
Instruction	10
Language	
Orion	26
Andorian	35
Leadership	51
Life Science, Exobiology	10
Marksmanship, Modern	40
Medicine, General	10
Negotiation/Diplomacy	22
Personal Combat, Unarmed	36
Personal Weapons Technology	05
Physical Science, Computer Science	10
Planetary Science, Meteorology	10
Small Equipment System Operation	16
Small Unit Tactics	33
Social Science	
Federation Culture/History	20
Federation Law	25
Space Science	
Astronomy	10
Astrogation	42
Starship Combat Strategy/Tactics	59
Starship Helm Operation	67
Starship Sensors	20
Starship Weaponry Operation	47
Starship Weaponry Technology	10
Transporter Operation Procedures	10
Warp Drive Technology	10
Zero-G Operations	10

Distinguishing Physical Characteristics:

Captain Harrelson has a port wine stain on the calf of her left leg that extends from just below the knee to about mid-calf. She has brown hair, brown eyes, and freckles.

Brief Personal History:

Cadet Cruise, *USS Reliant*, High Honors

USS Hoplite, Three years, Triangle duty

As one of the most observant members of her Academy graduating class, Captain Harrelson showed promise as a potential intelligence operative. Star Fleet is now grooming her for a post as a local agent or as a Sector Intelligence Administrator. Harrelson's present appointment was arranged to give her necessary experience in a command position.

Personality:

Motivations/Desires/Goals

Ellie Mae Harrelson has pursued a career of quiet excellence since her entry into Star Fleet 13 years ago. She has had a significant series of successes in her intelligence work. Harrelson was quite pleased with her assignment in Orion space, and takes her reassignment to internal duties with bad grace.

Manner:

Harrelson is short-tempered and has a sharp tongue.

Special Knowledge/Powers:

Captain Harrelson has access to a codeword sequence that allows her to demand assistance from any police force in Federation space. To use it, however, will identify her to the officer as an intelligence operative.



Name: MARTINEZ, Jaime J.

Rank/Title: Lieutenant

Current Assignment: Intelligence Command,
USS *Albert*, NIA-1210

Position: First Officer/Science Officer/Executive Officer

Race: Human

Age: 27

Sex: Male

Attributes:

STR - 71	CHA - 93
END - 59	LUC - 71
INT - 81	PSI - 13
DEX - 68	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 1D10+6
<i>Modern:</i> 57	AP: 10
<i>HTH:</i> 49	

Significant Skills

	Rating
Administration	40
Carousing	68
Computer Operation	65
Computer Technology	10
Damage Control Procedures	38
Electronics Technology	10
Environmental Suit Operation	38
Instruction	32
Language, Orion	35
Leadership	30
Life Science	
Botany	10
Ecology	10
Exobiology	10
Marksmanship, Modern	46
Medicine, General	10
Personal Combat, Unarmed	30
Personal Weapons Technology	05
Physical Science	
Chemistry	10
Computer Science	30
Mathematics	20
Physics	30
Planetary Science	
Geology	10
Hydrology	10
Meteorology	10
Small Equipment System Operation	10
Small Unit Tactics	16
Social Science	
Federation Culture/History	15
Federation Law	15
Space Science	
Astrogation	40
Astronautics	10
Astronomy	20
Astrophysics	40
Starship Combat Strategy/Tactics	17
Starship Helm Operation	24
Starship Sensors	68
Transporter Operation Procedures	10
Zero-G Operations	10

Distinguishing Physical Characteristics:

Jaime Martinez is very handsome, with pronounced Latin features and a powerful personality to match. There is a scar on his right shoulder from a rapier duel over a young lady in his adolescent years.

Brief Personal History:

Cadet Cruise, *USS Devonshire*, 3 years

USS *Tandou-Ro*, 2 years with exceptional commendation for sensor control.

Jaime Martinez was assigned to the *Albert* only because of his outstanding abilities with sensors, as his Star Fleet career did not get off to a particularly good start. With his assignment as First Officer, he is quite interested in the success of the *Albert's* mission so that he can make his mark.

Personality:

Motivations/Desires/Goals:

The post of ship's First Officer is very demanding, as it requires that officer to show nearly as much leadership as does the Captain of a ship. The exec must observe and control much of the administrative activity on board, and must see to the continuing training of the crew in their various specialties.

Manner:

Lieutenant Martinez takes these duties very seriously, as he does any of his pursuits, including women. He will train the crew rigorously, and will be sure to assign additional duties for learning when a crewmember does not meet his high standards. Normally a very serious officer, he lets go with a roar when on shore leave, outdrinking barflies by the score.

Jaime has had a rough time of it in Star Fleet. At first he tried to get by with a macho type of personality. However, this failed him when his self-defense instructor put him in his place physically. Not only was she a woman, but also half his size. Then, he failed to qualify for a cadet cruise on the *Exeter* (his first choice), ending up on a mere destroyer instead. Because of his disappointment, he could not even bring himself to study on the cruise.

On his next assignment, however, Martinez began to emulate that ship's First Officer, whom he admired. Finally, his work in sensors got him a plum assignment aboard the *Albert* (with behind-the-scenes help from the same First Officer, without Jaime's knowledge). He intends to succeed this time, or know the reason why.

Special Knowledge/Powers:

None.



Name: DURANGUIL, Nidi-loo
Rank/Title: Lieutenant Commander
Current Assignment: Intelligence Command,
 USS *Albert*, NIA-1210

Position: Chief Engineer

Race: Human

Age: 41

Sex: Male

Attributes:

STR -63	CHA -33
END -77	LUC -32
INT -80	PSI -11
DEX -67	

Combat Statistics:

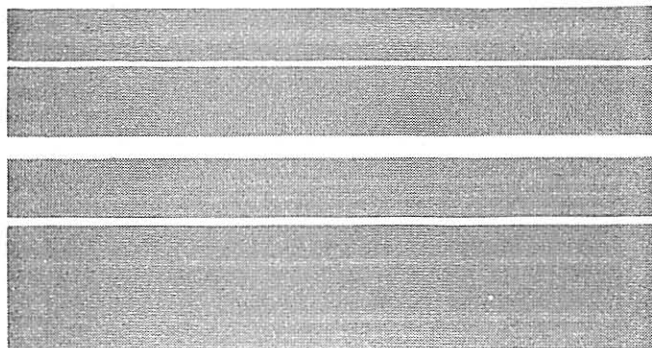
To-Hit Numbers -	Bare-Hand Damage: 1D10+6
Modern: 44	AP: 10
HTH: 50	

Significant Skills

	Rating
Administration	40
Carousing	85
Communication Systems Technology	45
Computer Operation	59
Computer Technology	64
Damage Control Procedures	34
Deflector Shields Technology	32
Electronics Technology	68
Environmental Suit Operation	10
Instruction	10
Language, Hindu	35
Leadership	10
Life Science, Bionics	10
Life Support Systems Technology	39
Marksmanship, Modern	21
Mechanical Engineering	40
Medicine, General	10
Personal Combat, Unarmed	33
Personal Weapons Technology	10
Physical Science, Computer Science	10
Planetary Science, Geology	10
Shuttlecraft Systems Technology	10
Small Equipment System Operation	37
Social Science	
Federation Culture/History	15
Federation Law	15
Space Science	
Astronautics	56
Astronomy	10
Astrophysics	10
Starship Sensors	85
Starship Weaponry Technology	16
Transporter Operation Procedures	10
Transporter Systems Technology	10
Warp Drive Technology	46
Zero-G Operations	10

Distinguishing Physical Characteristics:

Duranguil shows an always smiling face and wears as full a head of hair as Star Fleet Regulations will allow, jet black in color.



Brief Personal History:

Cadet Cruise, *USS Enterprise*, High Honors

During Nidi-loo's long career with the Engineering Developmental Department of Star Fleet, he found that he was far more interested in the equipment that allowed a ship to identify and describe a distant object than he was in projects that were passed to his desk. Most of the developmental work that the department was doing during his tenure there included the *Excelsior* engine design. Most of the Star Fleet engineering corps would have given ten years of shore leave just for a chance to participate, but Nidi-loo ended up following the design changes leading to the class of spy vessels that spawned the *Albert*. When an opening became available on the *Albert*, Nidi-loo requested an active assignment and pulled strings for a transfer. He is always tinkering with the sensors in an attempt to improve their reliability and range.

Prior to his time in Star Fleet, Nidi-loo was a victim in a raid carried out by the Romulans on a farming colony world near the Romulan Neutral Zone. Tales of warfare along this reach of space led to his application to the Academy. Later, the *Enterprise's* identification of the Romulan cloaking device motivated him to work on improvements in starship sensing systems.

Personality:

Motivations/Desires/Goals:

If asked, Nidi-loo would be likely to say that his goal is to see ship's equipment working to its specifications or better. However, his motivations are a bit more complex than that. He often fantasizes about being a civilized man holding back the hordes of barbarians who threaten the lives of innocent civilians in the Federation's inner core. Nidi-loo realizes that as an individual he is unlikely to any recognition for the sacrifices he has made to do his duty, but he enjoys his job just the same. He is happy to undertake any action, from improving an obscure sensor component to beating up a couple of Orions in a barroom brawl.

Manner:

Duranguil is one of the most even-tempered of men, more likely to crack a joke when under stress than to lose his cool. He is famous for taking subordinates under his wing and patiently reviewing their work over a beer and a computer screen, even if it means reviewing basic texts. The engineer is beloved by the rest of the engineering staff.

Special Knowledge/Powers:

He was the chief design engineer for the sensor project that led to the commissioning of the *Tavares* class of vessels, to which the *Albert* belongs.



Name: TURGOWICZ, Illya I.

Rank/Title: Ensign

Current Assignment: Intelligence Command,
USS *Albert* NIA-1210

Position: Helmsman/Weapons Officer

Race: Human

Age: 23

Sex: Male

Attributes:

STR - 71	CHA - 81
END - 55	LUC - 88
INT - 68	PSI - 30
DEX - 72	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 1D10+3
Modern: 66	AP: 11
HTH: 61	

Significant Skills

	Rating
Computer Operation	39
Damage Control Procedures	29
Environmental Suit Operation	10
Instruction	10
Language, Orion	15
Leadership	10
Life Science, Zoology	10
Marksmanship, Modern	20
Medicine, General	10
Personal Combat, Unarmed	20
Personal Weapons Technology	05
Physical Science, Computer Science	10
Planetary Science, Meteorology	10
Small Equipment System Operation	10
Social Science	
Federation Culture/History	15
Federation Law	15
Space Science	
Astronomy	20
Astrogation	16
Sports, Zero-G Handball	63
Starship Combat Strategy/Tactics	17
Starship Helm Operation	53
Starship Sensors	20
Starship Weaponry Operation	45
Starship Weaponry Technology	10
Transporter Operation Procedures	10
Trivia, Fencing	42
Warp Drive Technology	10
Zero-G Operations	61

Distinguishing Physical Characteristics:

Illya has a dueling scar on his face, and it is a reminder of the short period spent in a German scientific college prior to his acceptance into Star Fleet.

Brief Personal History:

Cadet Cruise, *USS Leyden*, 2 years, High Honors

Illya is an ambitious fellow, desiring a glory-filled career as a Star Fleet officer. To further his ambition, he has requested assignments calculated to bring out his ability to work under stress. Thus, he fought for his present post on the bridge of the *Albert*. It is unusual for a young ensign to be assigned to a spy vessel, but to his pleasure, Illya was sent straight from his Cadet Cruise to this important post.

Personality:

Motivations/Desires/Goals:

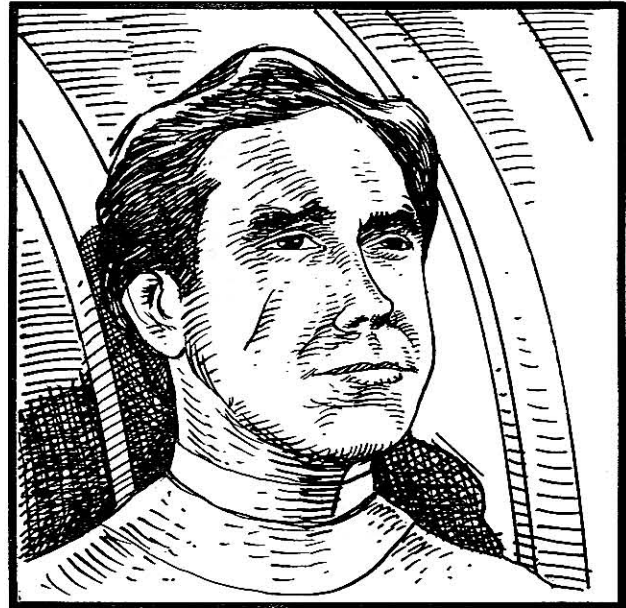
Illya is the son of a trader from the region of the Federation near the Orion sphere of influence. During his childhood, his father was taken by the Orions during a raid on a trading post on a frontier world. It took Illya's family and friends over six years to find him and then arrange an acceptable ransom. Thus, Illya's deepest motivation regarding the *Albert*'s original spy mission was the hope for vengeance.

Manner:

At duty stations, Illya is very studious, correct, and straight-laced. On shore leave, however, he shows another side. Illya has had several brawls in his short time in the service.

Special Knowledge/Powers:

None.



Name: **BAR-DAVID, Roger S.**
 Rank/Title: Ensign
 Current Assignment: Intelligence Command,
 USS *Albert*, NIA-1210

Position: Third Engineer

Race: Human

Age: 23

Sex: Male

Attributes:

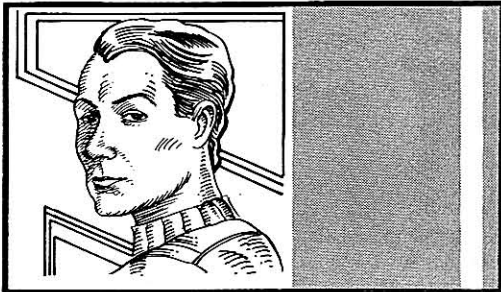
STR -58	CHA -48
END -61	LUC -80
INT -70	PSI -04
DEX -87	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 1D10+5
Modern: 59	AP: 13
HTH: 56	

Significant Skills

	Rating
Astronautics	47
Mechanical Engineering	49
Warp Drive Technology	48
Zero-G Operations	41



Name: **ORGULLO, Tina M.**
 Rank/Title: Lieutenant
 Current Assignment: Intelligence Command,
 USS *Albert*, NIA-1210

Position: Second Engineer

Race: Human

Age: 43

Sex: Female

Attributes:

STR -52	CHA -81
END -72	LUC -48
INT -88	PSI -02
DEX -50	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 1D10+6
Modern: 46	AP: 9
HTH: 40	

Significant Skills

	Rating
Astronautics	66
Electronics Technology	71
Warp Drive Technology	54



Name: **NAKAMURA, Arthur S.**
 Rank/Title: Ensign
 Current Assignment: Intelligence Command,
 USS *Albert*, NIA-1210

Position: Fourth Engineer

Race: Human

Age: 22

Sex: Male

Attributes:

STR -73	CHA -52
END -60	LUC -67
INT -77	PSI -12
DEX -56	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 1D10+5
Modern: 40	AP: 9
HTH: 42	

Significant Skills

	Rating
Astronautics	51
Electronics Technology	49
Warp Drive Technology	43
Zero-G Operations	55



Name: **ST. SIMON, Terrence R.**
 Rank/Title: Lieutenant
 Current Assignment: Intelligence Command,
 USS *Albert*, NIA-1210

Position: Chief Sensor Technician

Race: Human

Age: 29

Sex: Male

Attributes:

STR -88	CHA -84
END -61	LUC -45
INT -72	PSI -05
DEX -63	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 2D10+2
Modern: 43	AP: 10
HTH: 41	

Significant Skills

	Rating
Artistic Expression, Painting	87
Communications System Operation	65
Computer Operation	76
Language, Orion	30
Starship Sensors	69

Name: SINGH, Nahwadi I.
Rank/Title: Lieutenant, Junior Grade
Current Assignment: Intelligence Command,
 USS *Albert*, NIA-1210

Position: Sensor Technician

Race: Human

Age: 27

Sex: Male

Attributes:

STR -80	CHA -66
END -90	LUC -58
INT -62	PSI -11
DEX -78	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 2D10+3
Modern: 47	AP: 11
HTH: 55	

Significant Skills

	Rating
Computer Operation	60
Personal Combat, Armed	70
Starship Sensors	55



Name: YUNG, Cho-li W.
Rank/Title: Ensign
Current Assignment: Intelligence Command,
 USS *Albert*, NIA-1210

Position: Sensor Technician

Race: Human

Age: 32

Sex: Male

Attributes:

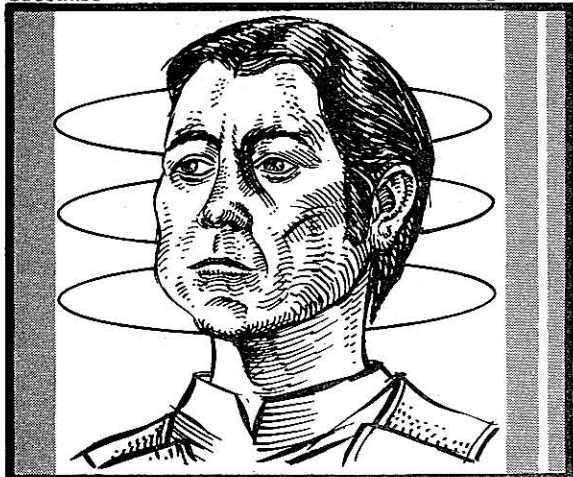
STR -49	CHA -55
END -81	LUC -46
INT -91	PSI -23
DEX -64	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 1D10+4
Modern: 33	AP: 10
HTH: 36	

Significant Skills

	Rating
Damage Control Procedures	60
Starship Helm Operation	38
Starship Sensors	43
Streetwise	62



NPCs

Name: chiGuy TEUROOK
Rank/Title: Vice Admiral
Current Assignment: Star Fleet Command
 Administrator, Sector 27

Position: Commanding Officer, Star Base 27

Race: Andorian

Age: 123

Sex: Male

Attributes:

STR -79	CHA -67
END -55	LUC -30
INT -92	PSI -16
DEX -54	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 2D10+4
Modern: 45	AP: 9
HTH: 48	

Significant Skills

	Rating
Administration	90
Language, English	35
Leadership	65
Negotiation/Diplomacy	66
Social Sciences, Economics	75
Social Sciences, Law	80
Trivia, Sea Piracy in Human and Andorian History	72

Distinguishing Physical Characteristics:

Admiral Teurook is a very pale, elderly Andorian. He is clearly working under some type of strain, as both his hands and antennae tremor visibly.

Brief Personal History:

chiGuy is the first Andorian to command Star Base 27, which previously had been commanded only by Humans. For that reason, he is well-loved by the Andorian colonists in the region. He has been an excellent administrator, serving in this post for almost 20 standard years. chiGuy's current post followed a 20-year career in the Galactic Exploration Command that was creditable although not spectacular. As a base commander, however, he is without peer.

Personality:

Motivations/Desires/Goals:

Admiral Teurook has never forgiven Star Fleet for ignoring his merely fair showing in exploration, and strives for a near perfect administration in his district to show his competence. This often leads him to arrange his priorities in a manner incomprehensible to his subordinates.

Manner:

chiGuy is curt with anyone not assigned to Star Base duty, and especially so with ship commanders.

Special Knowledge/Powers:

The Admiral is aware that his daughter was aboard the *High Rider*, which colored his decision to arrange for the investigation into the mysterious loss of Federation ships.



Name: LOPEZ, Hidalgo R.
Rank/Title: Repteam Operative #46
Current Assignment: Slave, assigned to machinery repair
Race: Human
Age: 42
Sex: Male

Attributes:

STR -35	CHA -33
END -40	LUC -88
INT -82	PSI -07
DEX -60	

Combat Statistics:

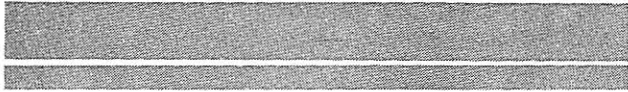
To-Hit Numbers -	Bare-Hand Damage: 1D4+4
<i>Modern:</i> 45	AP: 10
<i>HTH:</i> 50	

Significant Skills

	Rating
Administration	40
Communication Systems Technology	41
Computer Operation	35
Computer Technology	68
Damage Control Procedures	66
Deflector Shields Technology	23
Electronics Technology	71
Environmental Suit Operation	63
Instruction	10
Language	
Andorian	43
Spanish	59
Leadership	30
Life Science, Ecology	10
Life Support Systems Technology	76
Marksmanship, Modern	30
Mechanical Engineering	61
Medicine, General	10
Personal Combat, Unarmed	40
Personal Weapons Technology	10
Physical Science, Mathematics	10
Planetary Science, Meteorology	10
Shuttlecraft Systems Technology	10
Small Equipment System Operation	41
Social Science	
Federation Culture/History	15
Federation Law	15
Space Science	
Astronautics	61
Astronomy	10
Starship Sensors	10
Starship Weaponry Technology	38
Transporter Operation Procedures	10
Transporter Systems Technology	23
Warp Drive Technology	44
Zero-G Operations	56

Distinguishing Physical Characteristics:

There is a scar across Lopez' right eye from an injury sustained in a repair operation aboard the Federation destroyer where he was Chief Engineer. The right eye is now bionic.



Brief Personal History:

As are many of the Repteam members, Hidalgo is a retired Star Fleet officer. In short, he had experience in the Military Operation Command as an engineer, rising to Chief Engineer in destroyers. He retired to Selkadroon as a place where he could use his professional skills. Hidalgo retired with the final rank of Commander.

Personality:

Motivations/Desires/Goals:

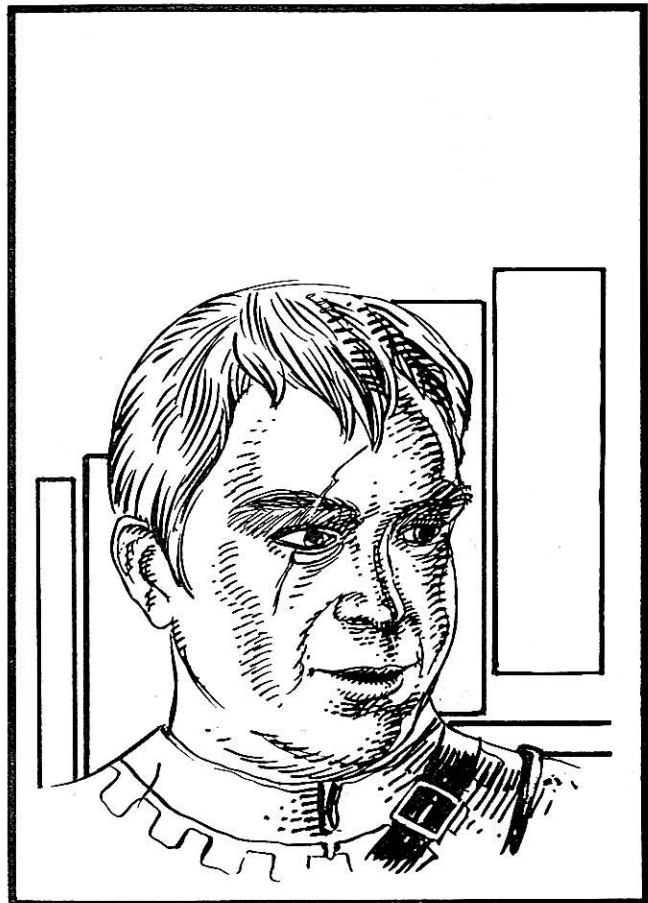
At this point in his life, Hidalgo is looking for activities that bring him personal satisfaction for a job well done. In this vein, he enjoys his duties as a member of the Repteam because its activities are vital to the continued health and well-being of everyone in Selkadroon. That also means Repteam members are accorded a great deal of respect. In the long term, Lopez hopes for a new boom in the Selka mines, as it would insure him a good place for his final retirement.

Manner:

Hidalgo is affable and humorous, known for the ability to keep his comrades in stitches for hours with his impressions of the Orion guards and taskmasters. He manages to find the humor in almost any situation, and is a master of puns in both English and Spanish. He would love to learn to pun in Andorian as well, although the structures of that language do not allow for it.

Special Knowledge/Powers:

Lopez knows the activating word to start the virus program. He is also aware of how to set up the atmosphere outside the Security Center to convince the Orions of the decompression.



Name: CHEN, Patrick H.
Rank/Title: Repteam Operative #52
Current Assignment: Slave, assigned to computer maintenance
Race: Human
Age: 26
Sex: Male

Attributes:

STR -41	CHA -12
END -33	LUC -53
INT -94	PSI -03
DEX -67	

Combat Statistics:

No training in any combat form.

Significant Skills	Rating
Artistic Expression, Computer Graphics	70
Computer Operation	88
Computer Technology	66
Damage Control Procedures	78
Electronics Technology	61
Environmental Suit Operation	50
Language	
Andorian	45
Mandarin	69
Life Support Systems Technology	58
Physical Sciences, Computer Science	68
Zero-G Operations	55

Distinguishing Physical Characteristics:

A mere 4'11" tall, this young Oriental human is remarkable for his bulging head.

Brief Personal History:

Patrick is an extremely bright young man who was raised in a Human colony similar to Selkadroon. He has never undertaken any rigorous schooling, and so his knowledge of computers was gained from equipment manuals and programming texts. Chen never applied for higher learning, and avoided the Star Fleet Academy entrance exams.

Personality:

Motivations/Desires/Goals:

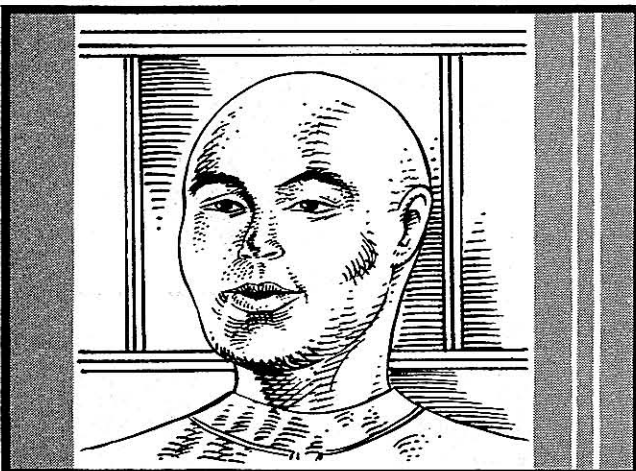
Patrick is very happy to be a member of the Repteam, as his diminutive stature is not a liability. He would like to have an exhibit or other means of gaining acceptance of his work in computer graphic art, but he is too shy to ever bring it to the attention of the critics.

Manner:

As opposed to the macho swagger of the typical repteam member, Patrick is shy and quiet, likely to retreat from conversation with strangers. At work, such as in an emergency situation, he works with an intensity and sense of purpose that acts as a catalyst on all those assisting him.

Special Knowledge/Powers:

He has written the virus program and inserted it without the knowledge of the Orion staff. He knows the activating word for the program. He presently nearly controls the camp's computer system.



Name: STASO, shiKren
Rank/Title: Chief of Police
Current Assignment: Selka system
Position: Security Chief

Race: Andorian

Age: 87

Sex: Male

Attributes:

STR -48	CHA -33
END -62	LUC -38
INT -32	PSI -11
DEX -58	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 1D10+5
Modern: 49	AP: 9
HTH: 54	

Significant Skills **Rating**

Administration	52
Language, English	31
Leadership	13
Negotiation/Diplomacy	21
Security Procedures	47
Small Unit Tactics	53
Social Sciences	
Law	68
Political Science	71
Streetwise	38
Zero-G Operations	62

Distinguishing Physical Characteristics:

Staso has medium blue skin from a severe psoriatic condition that is rare among Andorians. The disease makes him scratch constantly.

Brief Personal History:

Originally a policeman in a backwater town on the planet Andor, he accepted a better-paying position as a Selkadroon patrolman 15 standard years ago. Since then, Staso has been moving up the chain of command. Much of his success is due to astute observation and manipulation of the colony's political situation. The Security Chief has contacts in every portion of Adminvolm, who will report to him on any information he requests. Early in his career, Star Fleet Security rejected his application for a post.

Personality:

Motivations/Desires/Goals:

Staso wishes to keep his power base in Selkadroon, and even expand it, if possible. Whenever he can, he enjoys embarrassing Star Fleet personnel, and will obstruct their official activities as far as legality and politics will allow.

Manner:

Staso's tough-cop exterior hides a scheming, selfish person.

Special Knowledge/Powers:

The Police Chief is unaware of how little he really controls the police forces, which function well in spite of him. Still, he has the power to obstruct the research efforts of anyone not in his favor.



Name: SWOOLA, Sta M.
Current Assignment: Leader of Orion slave mine, Selka system
Race: Orion
Age: 32
Sex: Male

Attributes:

STR -87	CHA -21
END -62	LUC -35
INT -63	PSI -41
DEX -42	

Combat Statistics:

To-Hit Numbers -	Bare-Hand Damage: 2D10+5
Modern: 46	AP: 8
HTH: 46	

Significant Skills

	Rating
Administration	23
Computer Operation	14
Environmental Suit Operation	40
Language	
Andorian	33
English	29
Leadership	30
Security Procedures	55
Shuttlecraft Pilot	70
Starship Weaponry Operation	65
Zero-G Operations	23

Distinguishing Physical Characteristics:

Sta was avery athletic and muscular in his youth, but his new-found wealth is helping muscle tum to fat.

Brief Personal History:

An unbelievable bit of luck has allowed this average Orion spacer (a gunner, to be specific) to become the virtual tyrant of the slave mine. Through shrewd political maneuvering with the Regular family, Sta was able to arrange for his post as commander of the installation.

While off-duty from a damaged Orion pirate vessel hiding in the Selka belt, he decided to get away from the ship for a few minutes. He spent the time exploring the asteroid to which the Orion ship was warped, and stumbled upon a pretty crystal in a crack in the crust. Analysis later showed the rock to be a nearly pure, flawless dilithium crystal.

Personality:

Motivations/Desires/Goals:

As Sta now has far more money and luxury than he ever dreamed dreamed possible, the Orion will do anything to maintain the mine and and increase its output.

Manner:

Sta's manner is boorish.

Special Knowledge/Powers:

As commander of the slave mine, he knows the arrival dates and times of the ore carriers.



Name: REGULAN, Tyrella N.

Rank/Title: First Cousin

Current Assignment: Observation and Protection of Mining Operation

Position: Captain, Regular Family Blockade Runner, the *Bolt*

Race: Orion

Age: 46

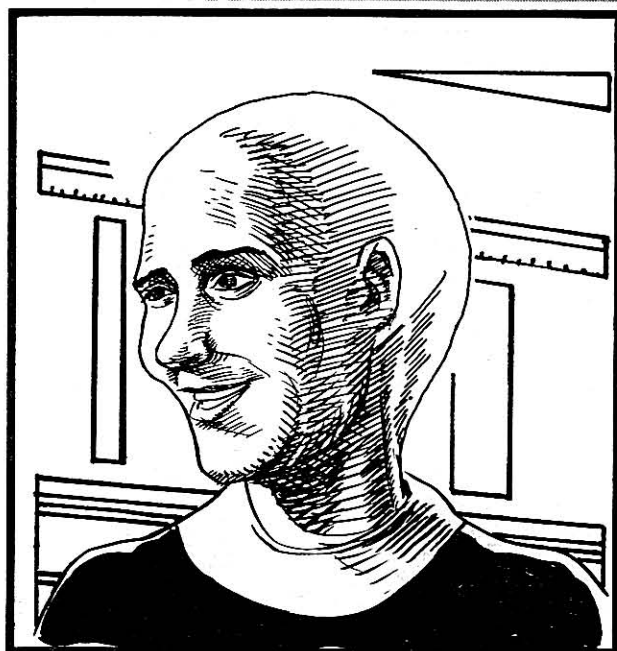
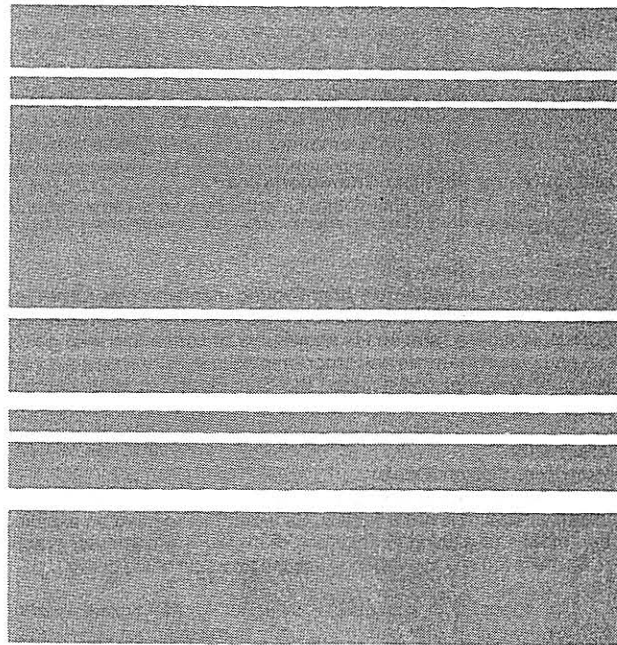
Sex: Male

Attributes:

STR -42	CHA -80
END -62	LUC -70
INT -77	PSI -05
DEX -74	

Significant Skills

	Rating
Language, Andorian	50
Leadership	68
Space Science, Astrogation	50
Starship Combat Strategy/Tactics	66
Starship Helm Operations	60



Name: TAYLOR, Polly N.
Rank/Title: Waitress
Current Assignment: chiLee's Burger & Bar, Outsysvolm, Selkadroom

Race: Human
Age: 17
Sex: Female

Attributes:

STR -44	CHA -67
END -51	LUC -31
INT -57	PSI -09
DEX -63	

Significant Skills	Rating
Prospecting	29
Trivia, Mining	25

Distinguishing Physical Characteristics:

At her boss' insistence, Polly wears her hair long and dyed pale blue.

Brief Personal History:

Born in an Alpha Centauri asteroid belt, Polly has been around miners and prospectors all of her life. She can fly a prospector and can do a bit of geological analysis. At the moment, Polly feels very depressed, as her father and two brothers were lost and assumed dead.

Personality:

Motivations/Desires/Goals:

Learning the status (or the reason for the demise) of her family.

Manner:

A sweet young lady who seems to have no rough edges, she is the pet of a number of prospectors who frequent the area. She is distraught over the loss of her relatives, and is not keeping up her physical appearance as she should.

Special Knowledge/Powers:

None.



Name: STANDARD MINER
Current Assignment: Any Selkan mine
Race: Andorian
Age: 20-120 years
Sex: Gamemaster's Choice

Attributes:

STR -70	CHA -35
END -70	LUC -40
INT -40	PSI -05
DEX -45	

Significant Skills	Rating
Environmental Suit Operations	50
Zero-G Operations	50

Distinguishing Physical Characteristics:

Usually scruffy in appearance, the miners often carry their tools with them.

Name: STANDARD PROSPECTOR

Race: Andorian
Age: 40-120 years
Sex: Gamemaster's Choice

Attributes:

STR -50	CHA -55
END -60	LUC -50
INT -70	PSI -10
DEX -60	

Significant Skills	Rating
Environmental Suit Operation	50
Geology	25
Shuttle Craft Pilot	30
Zero-G Operations	55

Name: STANDARD ORION GUARD OR MARINE

Current Assignment: Selka system
Race: Orion
Age: 25-35 years
Sex: Male

Attributes:

Guard:

STR -55	CHA -30
END -55	LUC -30
INT -40	PSI -08
DEX -55	

Marine:

STR, END, and DEX +10, CHA -10

Significant Skills	Rating
Environmental Suit Operation	
Guards	50
Marines	60
Marksmanship, Modern Weapons	
Guards	50
Marines	65
Zero-G Operations	
Guards	40
Marines	50

Distinguishing Physical Characteristics:

Guards wear oxygen masks, hand weapons, agonizers. The Marines wear environmental suits and disruptor rifles.

Name: STANDARD DACRONITE

Position: Slave
Race: Dacronite
Age: 15-65
Sex: Gamemaster's Choice

Attributes:

STR -80	CHA -10
END -60	LUC -20
INT -50	PSI -20
DEX -30	

Significant Skills	Rating
Language, Orion	20

Distinguishing Physical Characteristics:

The older they are, the more warty is the Dacronites' froglike appearance.

GAMEMASTER'S NOTES

TIMELINE

Stardate 0/7907

First contact occurs between the Federation and the Orion Colony worlds in the Rigel system.

Stardate 1/0910 - 2412

The Orion Colonies sign non-aggression and trade treaties with the Federation, but do not join.

Stardate 1/5000

Andorian corporations open the Selka system for exploitation.

Stardate 1/7000

Camp One begins production.

Stardate 1/8100

Lozanz Strike opens.

Stardate 1/8500

An Orion raider crewman finds signs of dilithium deposits in the Selka asteroid belt. Mining operations follow one year later.

Stardate 1/8900

Human Luck Lode opens.

Stardate 2/0105

Green slave trade is abolished outside strict limits of Orion neutrality by UFP intervention. Economic sanctions by the UFP force Orion Colonies to abolish the slave trade – officially.

Stardate 2/0902

The Babel Conference convened to debate the Coridan question is settled by the inspired oratory of Sarek of Vulcan. Coridan is made a UFP protectorate, despite a failed attempt by Orions to disrupt the conference.

Stardate 2/2308.19

The *High Rider*, a chartered pleasure vessel, is lost.

Stardate 2/2309.27

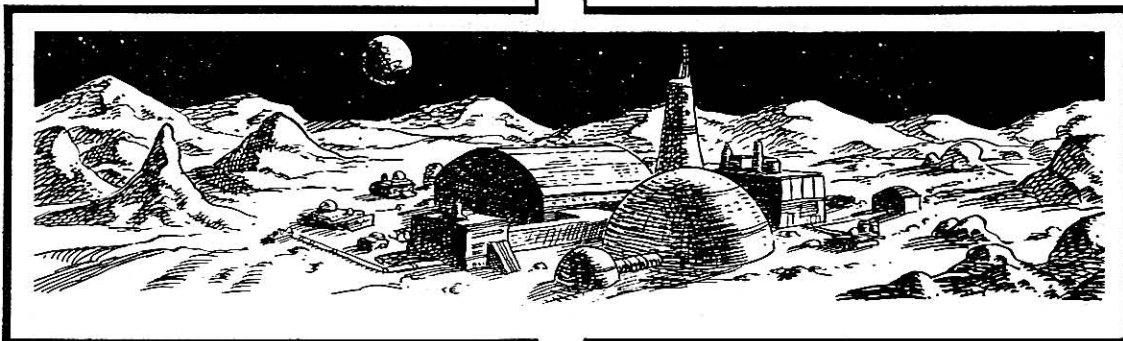
The *Albert* arrives at Star Base 27.

RANDOM ENCOUNTERS

These Random Encounters occur while the player characters are on Selkadroon. A number of them offer clues and information pertinent to the *Albert's* mission, but their use is nevertheless at the gamemaster's option. One possibility is to roll for an encounter about every two to four hours that the crew of the *Albert* is in a particular volume. If the die rolls result in the player characters NOT receiving certain clues and information that might be of use to them, the gamemaster may decide to arrange other encounters that would bring out the information.

ENCOUNTERS IN OUTSYSVOLM

- 01-35 The characters encounter a group of Andorian spacers looking for a good time, asking after places to visit.
- 36-40 In a bar, the crew of an ore carrier are acting nervous and secretive, as they have just smuggled in a rare and expensive hallucinogenic drug.
- 41-45 A port official passes by, accidentally dropping a sheet of paper listing registered prospector search patterns for the next two months.
- 46-70 A Human female sidles up to a male crewmember and whispers suggestively in his ear. She is setting him up to be robbed by her boyfriend.
- 71-75 An Orion disguised as an Andorian passes the party. If the player characters are in Star Fleet uniform, the 'Andorian' will follow them as unobtrusively as possible. If they are not in uniform, he will pay them no notice.
- 76-80 While the crew of the *Albert* are in a bar, a band of Tellarite spacers starts a brawl.
- 81-90 A child begs the party for a few coins to buy bread for his family in Factovolm.
- 91-95 A band of thugs descends upon the crew in an attempt to rob them of their money. If the player characters are in Star Fleet uniform, the ruffians will use weapons such as clubs or knives. Otherwise, the attackers will use their fists.
- 96-100 Rumor Encounter (See Rumors)



ENCOUNTERS IN INSYSVOLM

- 01-10 A prospector sits staring at a slip of paper informing him that his ship has been repossessed by the bank.
- 11-20 A prospector buys the crew drinks before he launches for his next search pattern. Becoming quite drunk, he tells the party that he is certain this time he too will disappear.
- 21-35 A band of miners from Human Luck Lode pour into the streets in a party mood. The crew are invited to join them, and will hear many stories of asteroidal mining techniques. If the player characters handle the situation well, they will be invited to visit the mine.
- 36-50 A smiling policeman waves at the group as they pass him on the street.
- 51-55 Workers from the shipyard are gossiping about their foreman while drinking at a bar.
- 56-60 Rumor Encounter (See **Rumors**)
- 61-75 If the player characters are not in their Star Fleet uniforms, a seedy-looking Human will approach them, begging for a space on their outbound ship. If they are in uniform, there will be no encounter.
- 76-85 An Andorian will offer the crew a share in his next prospecting venture, which he feels certain will bear fruit. Their investment is only 600 credits apiece.
- 86-95 Several bored pilots from the police ready-room are drinking morosely, complaining about the lack of excitement in their jobs.
- 96-100 A safety system inspector is arguing with a group of prospectors about the safety of the standard prospecting ship.

ENCOUNTERS IN STORVOLM

- 01-15 The chief quartermaster for the storage facility for Lozanz Strike mine is out in front yelling at some stevedores for dropping a delicate piece of equipment.
- 16-40 A group of stevedores hiding from work are splitting a bottle of wine.
- 41-45 Rumor Encounter (See **Rumors**)
- 46-60 A policeman is leading away a stevedore who was caught stealing food from a warehouse.
- 61-65 A lunchroom catches fire while the group is in it.
- 66-70 Armed with clubs and chains, a group of malcontents from Factovolt round the corner, headed toward a food warehouse the player characters have just passed.
- 71-75 Two Andorians run by, carrying large sacks. They are stevedores rushing parts to a factory.
- 76-80 A spacer is arguing with a bureaucrat about the need for a specific safety device for his equipment, especially at the prices here. A scuffle between them ensues.
- 81-85 A guttersnipe rushes out of a warehouse compartment airlock into the arms of one of the crew. He begs for mercy, although his arms are full of food concentrate packages.
- 86-100 As the crew are walking along a passageway, there is a sudden loss of pressure, and the lights begin to blink red.

ENCOUNTERS IN AGRIVOLM

- 01-10 The players' group pass an Andorian executive and his bodyguard strolling in the park.
- 11-25 The player characters notice several adolescent Andorian boys and girls skinnydipping in an irrigation conduit.
- 26-30 A small group of Humans are picnicking in a pine grove, and they invite the players' group to join them. They are mining engineers (and their families) who will soon be leaving the system for lack of work.
- 31-50 A number of farmers are gathered in a large field and seem to be having a meeting. Although they appear to be working themselves into a fury, they are actually arguing about what to plant in a newly opened section.
- 51-55 A policeman is chatting with two female Andorians who are wearing open spacesuits. (These are Repteam members.)
- 56-60 A group of poorly-dressed children are being escorted by farmers who are describing to them the various native plants and their planets of origin.
- 61-65 Three Andorian farmers and a Human with a guitar are harmonizing a medley of interracial songs.
- 66-70 A Human is slashing several trees and jabbing them with what looks like a bucket. (He is gathering sap for homemade maple syrup.)
- 71-75 Rumor Encounter (See **Rumors**)
- 76-100 A bank of high-intensity lighting dims suddenly while the crew is passing through a hydroponics farm. (This is normal diurnal variation for the plants, but the crew does not know this.)

ENCOUNTERS IN FACTOVOLM

- 01-25 An old man, worn and sickly-looking, shakes his fist at the crew.
- 26-45 A group of starved-looking children follow the crew throughout the volume.
- 46-55 A moderately strong-looking fellow begs the crew for any job.
- 56-60 An Andorian with a crazed look in his eyes screams when he sees the group and starts beating the ground with his hands.
- 61-75 A pair of heavily-armed and armored policemen will approach the party and ask politely that they leave the area before they cause a riot, as the locals are gathering and grumbling nearby.
- 76-80 Several young Human women will beg the party members for a passage out anywhere for favors. This will take place only if the party is not in uniform.
- 81-85 Rumor Encounter (See **Rumors**)
- 86-90 Four hungry-eyed young men block each end of a passage, and come at the player characters with short knives. (This number assumes at least four of the crew is in the encountering group. If the number is less, then lower the strength of the attacking force.)
- 91-95 A woman with a howling baby watches as the party walks past the entry to her compartment.
- 96-100 An airlock refuses to allow the group to pass because the next compartment is in vacuum. A Repteam rushes in and orders the group to leave.

ENCOUNTERS IN POWERVOLM

[GAMEMASTER'S NOTE: There are fewer encounters in Powervolm due to restricted access to the volume.]

- 01-05 Rumor Encounter (See **Rumors**)
- 06-70 A man in a radiation suit demands to know just what the players are doing there.
- 71-75 Open access terminals to the central computer are found in the office of a middle-level bureaucrat.
- 76-90 An emergency radiation burn ward is revealed in the next compartment, but is not in use at this time.
- 91-100 A group of power engineers escort the party out of the volume, firmly but politely.

ENCOUNTERS IN ADMINVOLM

- 01-05 A clerk with an antigravity sled loaded with papers marked "To Be Destroyed" bustles past.
- 06-15 A gaggle of chattering Andorian secretaries passes the group, and the group catches the word "Albert". (A young Human male works with them.)
- 16-20 Several off-duty policemen see the party and (if the characters are in Star Fleet uniform) offer to buy them drinks in exchange for stories (otherwise ignoring them).
- 21-30 A pair of executives of Interstellar Mining and Manufacturing rudely push past the crew.



ENCOUNTERS IN RESIVOLM

- 01-10 Several compartments lead out of this corridor, each to a well-appointed abandoned home.
- 11-35 The party is confronted by a looter, loaded with electronics and food concentrate packs.
- 36-60 Several passages in a row are unpowered, unlit, cold, and in Zero-G.
- 61-90 The party accidentally enters a school compartment in which it is clear that members of all races in the asteroid and from all the volumes are enrolled.
- 91-100 A pleasant couple in one compartment offer dinner to the group in exchange for some interesting tales. When her husband steps out, the elderly matron admits that they are quite lonely since the depopulating of this volume, and that on his pension they cannot afford to move outsystem.

- 31-40 The technicians watch as the Captain tries to struggle past the various defenses on the data in the computer taking bets on whether she would be likely to break through. They do not offer to help, nor will their supervisor order them to do so, as he states they are too busy to help out "busybodies".
- 41-50 A bureaucrat finds the crew in a corridor and insists that they accompany him back to this office. While ostensibly in the rest room, he calls the police, informing them that he has caught saboteurs in the volume. They will be hauled before the police chief and chewed out.
- 51-55 Rumor Encounter verifying or clarifying rumors found elsewhere.
- 56-60 A proud clerk will show off a project that he has been working on for the previous six weeks. It is a simple bar graph of the monthly mining output of various materials in the past 20 years.
- 61-80 An Orion spy disguised as an Andorian will notice the crew of the *Albert*, and will attempt to discover their orders. If they are not in Star Fleet uniform, they will be ignored.
- 81-100 The party may attach themselves to a group of young Andorians who are on a school outing to view the Adminvolm at work. This will allow the characters to discover where anything of importance to them is located.

RANDOM RUMORS

Following are the various rumors available on the asteroid colony, described according to the volume of the colony where the rumor is most likely to be encountered. With the exception of Adminvolm, there will be two rumors for each volume. Rolling "Rumor Encounter" more than twice on the encounter tables will give the same rumors for that particular volume, but clothed in a different setting or given by different persons. (Optionally, the gamemaster may add rumors, either false or true.)

The people of Adminvolm are very close-mouthed, but hard data confirming or denying rumors is available by spending a little time consulting the computer files in the volume. Captain Harrelson should make a skill roll against her rating in *Computer Operations*, as she is the only one with access to Adminvolm computers.

Other rumors both true and false are up to the gamemaster, as well as any other data the players may search for in the files of Adminvolm to verify or refute the rumors they have heard. Players are often creative and it is well to reward creativity. If the gamemaster feels that the intended route of research shows promise and is not listed here, he should feel free to improvise.

RUMORS IN OUTSYSVOLM

First Rumor

At one bar just off the main corridor in the area surrounding the spaceport, one of the crew hears an engineer from one of the trading vessels tell of the fate of crew taken by raiders from Orion space. He describes what slavery was like under the Orion families. They delight in capturing highly-trained technical personnel such as starship engineering staff because it allows them to release more of their own men for raiding parties. When pressed, the engineer will admit to escaping such a fate in the Triangle some time ago, a place he refuses to visit ever again. [GAMEMASTER'S NOTE: Play up the brutality of a slave situation in the description.]

Second Rumor

A former Adminvolm clerk, now a salesman for a supply store for warp-drive engines near the starport, urges the crew of the *Albert* NOT to take up prospecting in the far reaches of the system. He reports that a few small, independent scouts did so over the last several years and that not only have they seldom struck it rich, but they have seldom returned. He states that about ten Andorian years ago there were plans to build a station in that area to encourage exploration. For some reason, it never took off.

RUMORS IN INSYSVOLM

First Rumor

Talk around the bars in the system port has been centering on the lost Repteam that went on a mercy mission awhile back. Apparently, one of the team cannot be beaten by any computer system, while the other member is one of the coolest people in a blow-out emergency. They are sorely missed by their comrades and the community. Seldom is heard the suggestion that someone ought to go looking for them.

Second Rumor

At a bar, the foreman of one shift at the shipyard that builds insystem craft is overheard talking to a parts supplier. The foreman is saying that he has seen ships for auction bearing serial numbers of vessels that never left the yards here, and that all ships in the system are from the shipyard. If pressed by the players' group, he will vigorously deny everything.

RUMORS IN STORVOLM

First Rumor

A crewmember from the *Albert* is eating at a lunch counter near two quartermasters. He overhears them remarking to one another on how odd it is that Ore Haulers, Ltd. purchases enough food from each of their respective warehouses each month to feed two staffs.

Second Rumor

One stevedore remarks to another that the ore carriers of Ore Haulers, Ltd., sure smell bad, considering they supposedly carry ore, not organic wastes.

RUMORS IN AGRIVOLM

First Rumor

A group of well-dressed women are walking in one of the more well-kept parks, discussing their inability to interest any of their husbands in commissioning yachts from the shipyards since the loss of the yacht *Fun Guys* two years ago.

Second Rumor

A group of small children in one of the parks is playing a game. In this game, one of the children is the prospector and the rest are space ghosts. If the 'prospector' passes through, by, or around them and touches a statue (the 'dilithium'), he is then 'safe'. If he is touched by a "space ghost", he "disappears" and sits down away from play.

RUMORS IN FACTOVOLM

First Rumor

A crazed old drunk is walking down the street shouting. People pass him by without paying any attention. He calls out, "They walk among us and you are too blind to see! They will take you all to work in Hell! They want nothing but power! They will stop at nothing to gain their ends! Don't you see!" He continues in this vein until the group passes into the next compartment.

Second Rumor

A very old Andorian, blind in both eyes, sits on a stoop and asks the group to stop and talk to pass the time. If they stop, he will chat about the early days of the colony as told to him by his ancestors. After a bit, he will ask if they are prospectors. No matter what they answer, he will tell them that prospectors are the best blessing for a colony such as this, as they find the wealth for future generations. He will tell them in a confidential tone that he was once a government geologist, long since retired and placed on an inadequate pension. He is convinced from his studies of the system and from varied samplings from its belt that the belt hides at least four times more dilithium than has already been mined.

RUMORS IN POWERVOLM

First Rumor

Several members of an off-shift crew are seen playing Zero-G handball on a court in the volume. Discussion shifts to Federation/Orion politics. The group agrees that they are happy that since the Babel Conference the local area is no longer raided by pirates launched from the Rigel area.

Second Rumor

Several young power engineers are seen eating in a cafeteria. Their discussion centers on the apparent depression in Selkadroon and how that is likely to affect their careers. One persists in stating that just one good strike of any useful material would put the colony over the edge into permanence. The others laugh and say that nobody's likely to find anything if they haven't already. Look at how many have died trying.

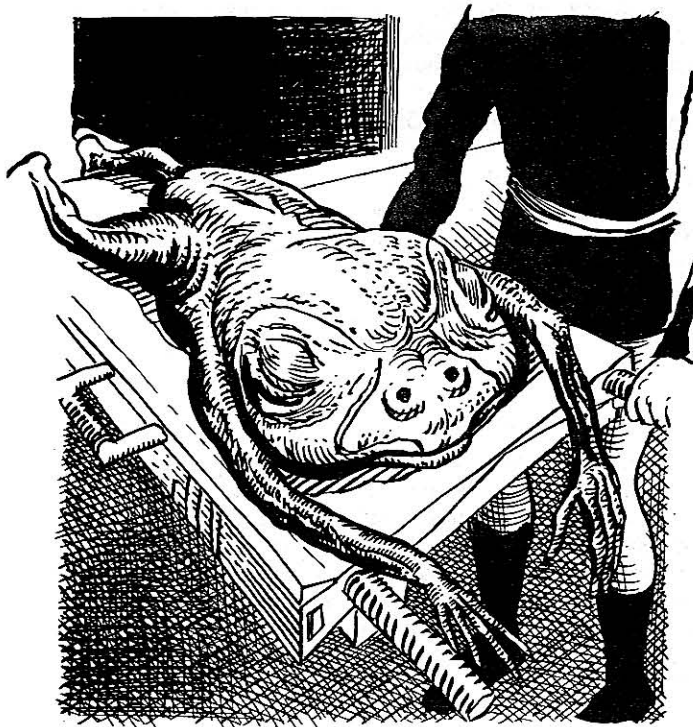
RUMORS IN RESIVOLM

First Rumor

While passing through a corridor that opens onto a school area, a crewman hears a lesson in which the teacher explains the events leading up to the Babel Conference, including the Orion assassin who was disguised as a member of the Andorian delegation. (See the **Computer Files** chapter and the *STAR TREK* TV episode "Journey to Babel".)

Second Rumor

A couple of dock workers are talking in amazement about a body brought in by one of the mine resupply ships. The corpse looks much like a four-foot-tall, muscular frog. The corpse was found in an orbit not typically used by vessels in the Selka system.



ZERO-G COMBAT

Much of the combat in this adventure occurs in Zero-G environments, whether it be a barroom brawl in the mining camps or a mass escape from the Orion slave mine camp. For the most part, the Starship Combat rules are adequate to cover this situation. However, some modification is necessary to allow for the physics of this condition. In the interests of clarity, the following discussion follows the same format as the used in the *Star Fleet Officer's Manual* of the *STAR TREK: RPG*.

VISUALIZING THE ACTION

It is important to realize that the combat is occurring in both the horizontal plane as well as in a volume of space, such as the battle between the *Reliant* and the *Enterprise* in the movie *The Wrath of Khan*. Depending on the height of the room in which the fight is taking place, the combatants may be floating through several levels. The most graphic way to show and to visualize this condition is to use a die as a standard, with one die equalling one meter over the floor, two equalling two, etc. In this way, positions will be clearer and ranges easier to define.

USING THE TACTICAL MOVEMENT SYSTEM

Action Points

The AP levels defined in the *Starship Operations Manual* are fine for gravity situations. In Zero-G, however, the action continues endlessly, within the limits of friction and the opposite wall, if it is not halted. Thus, it costs double AP to perform the maneuvers described (i.e., starting and then stopping), including Position Changes, Movements, and Combat and Emergency Evasion. In the Equipment and Weapon Use chart, only Draw, Quick-Draw, and Throw actions are doubled. This is to simulate the need to steady oneself during such activities to keep from tumbling or floating out of reach of handholds. Also, the character may not make any radical changes in direction without something to push against, such as a chair, a wall, or a dead body. The gamemaster should note that the AP penalty may be avoided by a successful roll against a character's rating in *Zero-G Operations* for each maneuver. A failed roll, however, will result in a character tumbling out of control until the next turn, when he will be permitted a new roll.

This modification helps to show the difference between those unused to the freefall conditions of Zero-G, as they slowly reach for handholds and turn in place, as opposed to those who have Zero-G experience and can carom off walls and twirl in the air with the greatest of ease.

Thrown Weapons, Or Kinetic Energy Weapons (Bullets, Etc.)

It is important to note that use of kinetic energy as a weapon will lead to an equal and opposite reaction to the user. This may be taken into account by the player making a Skill Roll against his rating in *Zero-G Operations* after each such attack. A missed roll will leave the character tumbling, and so he must roll again next turn. A +20 bonus should be given to the *Zero-G Operations* skill roll if the firing character states he is holding onto a handhold of some sort (feet count too!).

Hand-To-Hand Combat

Simply stated, to keep in hand-to-hand range with another requires that least one of the combatants make a roll against his rating in *Zero-G Operations*. If the other does not, it indicates that his opponent has managed to spin him around and that he will be unable to respond to the attack, while his opponent gets a free strike. If both fail the roll, they have drifted apart beyond fighting reach. This also goes for such archaic weapons as swords and clubs.

PLAYERS' GROUP VARIATIONS

As was mentioned in the **Introduction**, the player characters in this adventure need not be Star Fleet personnel. Some of the other possibilities are mentioned here, while others will be up to the individual gamemaster. Not only will each variation have a different flavor, but they may lead the players' group to different decisions.

The first variation assumes that the crew of the *Albert* is made up entirely of Andorian members of Star Fleet. This would change little of the action described in this booklet, including the original briefing, but would improve the player characters' ability to be inconspicuous while investigating in Selkadroon.

Another possibility would be to make the player characters members of an Orion clan who are rivals of the Regulans. Aware of the large amount of Regular activity in the Selka system, they are determined to learn what the Regular family interest is in this area and to cause them difficulty, if possible. The rival Orions would almost certainly be in some form of disguise, likely Human. Obviously, the stage would be set differently for this adventure, and the briefing would be performed by their spy controller. Different information would be given to the group, including the fact that slaves are known to be shipped to Selka but not to return.

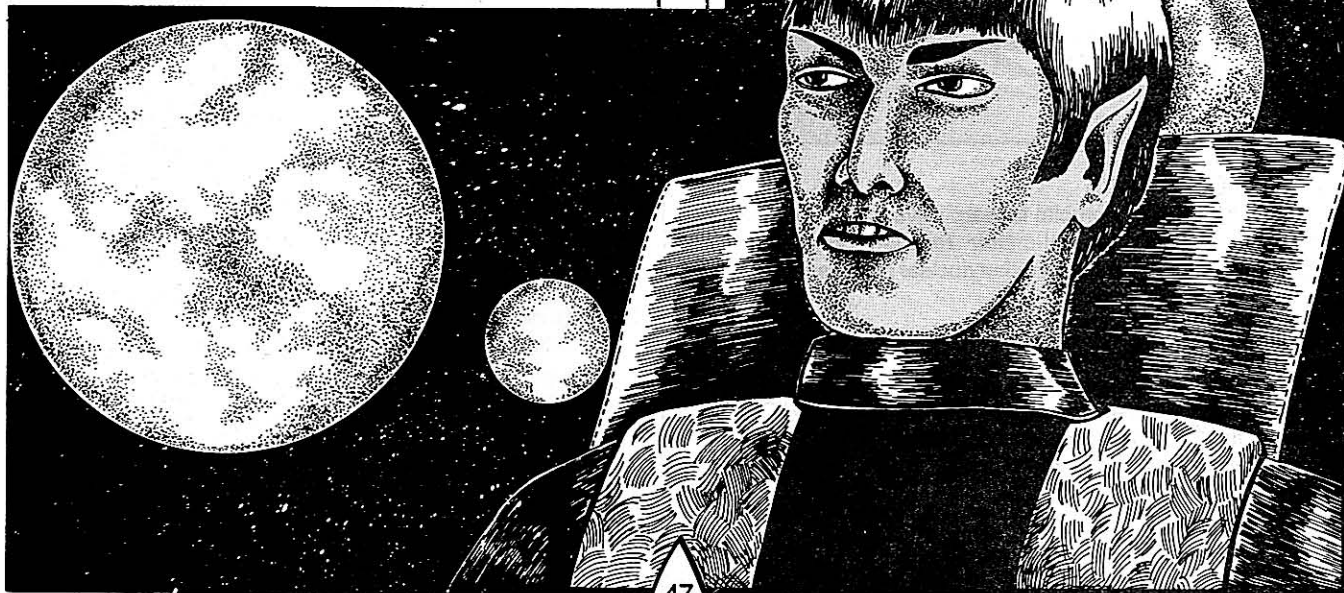
Another variation would be based on Klingon investigations of the flow of captured Klingon slaves from the capture site to the place where they are put to work. A group of Klingon/Human fusions would be given a spy ship similar to the *Albert* to use in Orion space, and would follow the flow of slaves from the Regulans' base to the Selka system.

To orient the players to this situation, a gamemaster who has plenty of time might start them on the Orion/Klingon border, following the events outlined in this booklet. However, the gamemaster should tell the group about their previous activities (as was done for the *Albert's* crew), and start them at the point where they find the *High Rider's* buoy. What the players' group decides to do with the slaves and the mine is up to them. However, it might be a good idea to remind the player acting as the Commander that having these slaves returned might give him some leverage in promotions.

Another possibility is suggested by the fact that the local merchant fleets have noticed increasing vessel disappearances in the region. Before a Star Fleet investigation would be started, it is likely that insurance company agents might be sent to learn the cause of the ship losses. This would become the players' group, and their briefing would be similar to that of the one at the beginning of this adventure, given instead by their company's chief executive. They could be experienced in the region, with access to data similar to that available to the *Albert's* crew. These investigators would most likely be Andorians, as the local area is mostly settled by that race, but they could also be Human.

A final suggestion is to have the group role play Romulan spies who have been gathering information about the Federation in an area of UFP space beyond the Neutral Zone. They enter the Selka system posing as Vulcan sociological researchers. The Romulans are willing to expose the Orions in an attempt to worsen the relationship between Rigel and the Federation and possibly cause a war. They hope this might lead to withdrawal of Federation combat forces from the area around the Neutral Zone and to an improved position for the Romulan Star Empire.

A little homework on the necessary backgrounds should allow almost any group of players to run this adventure.



VOCABULARY

ASTEROID

A freely-orbiting body usually found in belts containing many, as if a planet had exploded.



BABEL CONFERENCE

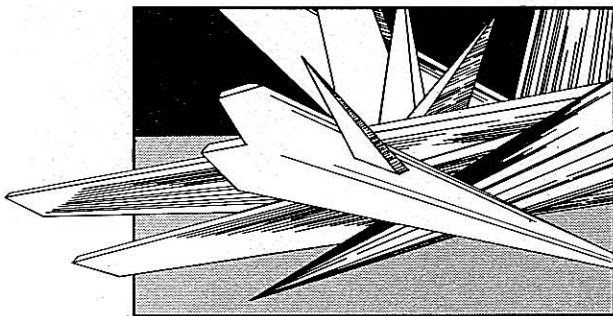
The major questions of Federation policy are decided on the secret planet Babel. The most recent conference was marred by interference by Orion infiltrators. The Coridan Question was debated at that Conference.

CORIDAN QUESTION

The issue of whether or not to accept the planet Coridan into the Federation caused much political strife among UFP members because Coridan was not as economically developed as the other member-worlds. The issue was resolved through a compromise, with Coridan becoming a Federation Protectorate until developed enough to merit full member status.

DACRONITES

A race of amphibians of great strength found within Orion space. They were prized as slaves by the Orions prior to the anti-slavery treaty they signed with the Federation.



DILITHIUM CRYSTALS

These minerals are crucial to warp drive technology as they stabilize the matter-anti-matter reaction bottle. For more details, see any good Federation nuclear physics text.

ORE HAULERS, LTD.

A cargo hauling company with three ore carriers registered. The firm is based on Selkadroon, and carries supplies to, and ore from, the asteroid mines. In reality, Ore Haulers is an Orion-run company used to supply trained personnel and supplies to the slave camp.

ORIONS

A minor power placed between the Klingons and the Federation, whose fragmented politics keep them from a larger share of the local systems.

ORION SLAVERY

Formerly an important force in Orion economics, slavery is no longer officially practiced in the Orion colonies since a ban was placed on it by a Federation/Orion treaty.

REGULAN FAMILY

A powerful Orion family with extensive pirating fleets and some slavery connections. Much of the Orion dilithium passes through their hands.

REPTTEAM

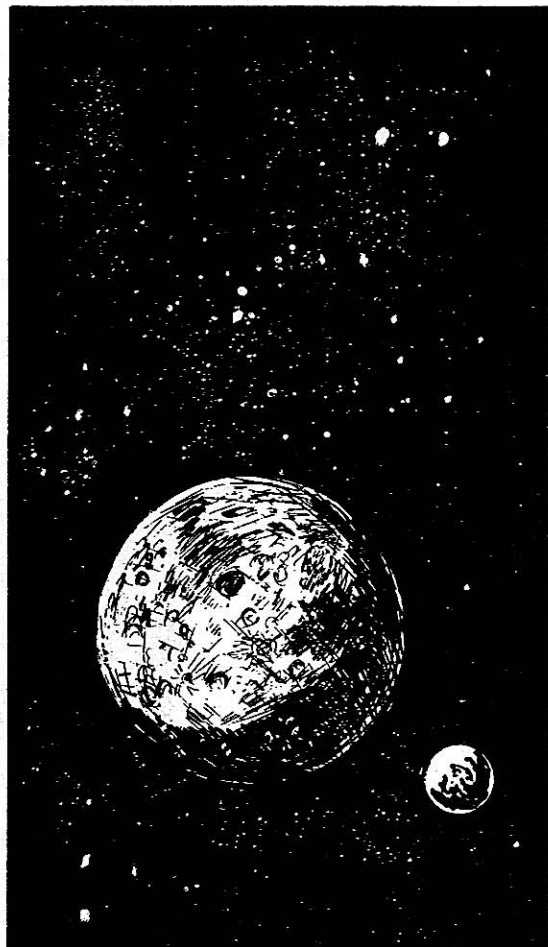
An elite group of engineers and damage control personnel in Selkadroon. They are highly respected and are accorded great initiative in emergency situations there.

RIGEL

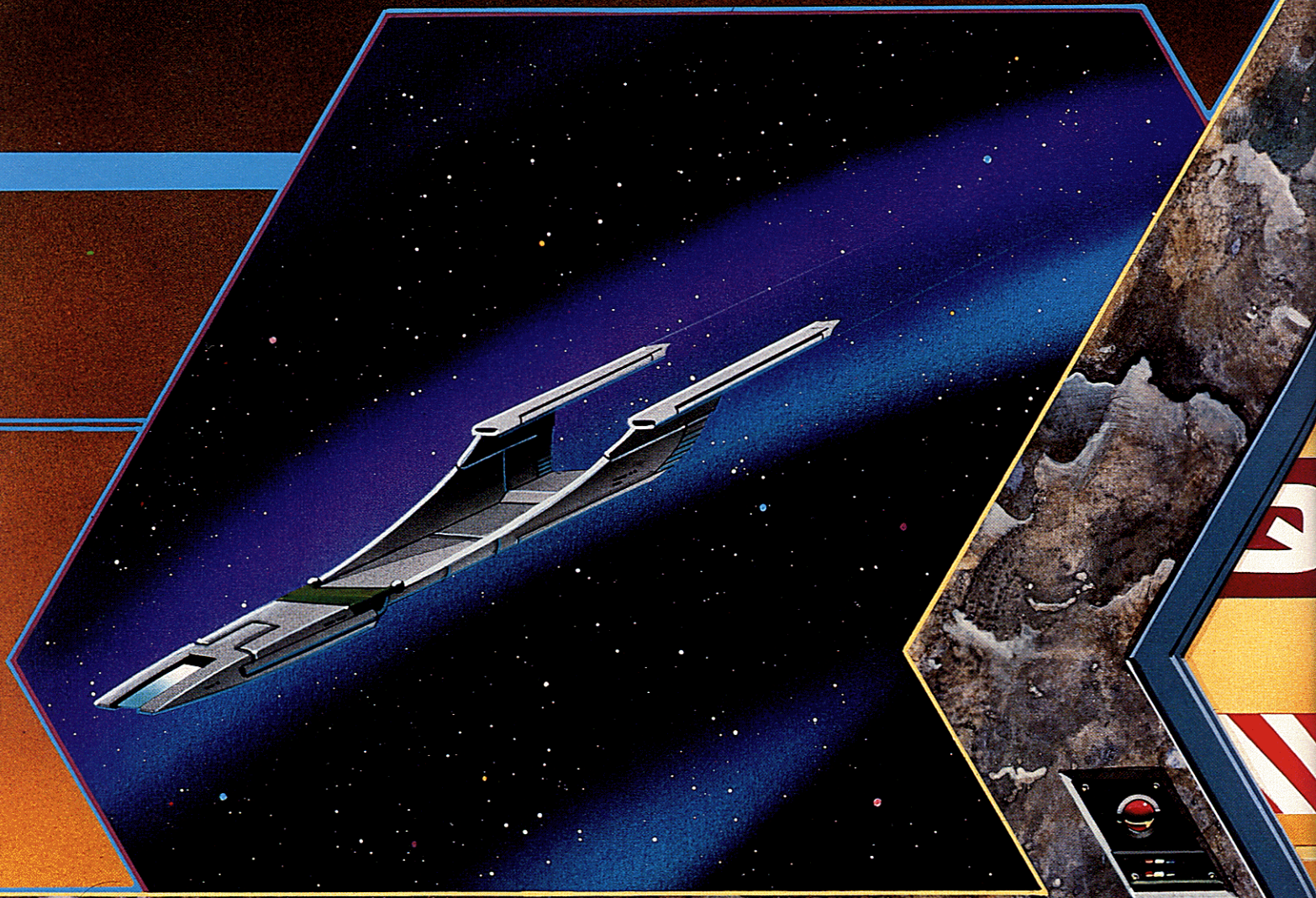
The central star system of the Orion families.

SELKA

A star system colonized primarily by Andorians, part of the United Federation of Planets, mainly useful due to its extensive asteroid belt and the mining of it.



We were on the verge of cracking an Orion smuggling and pirate ring when Star Fleet called in our ship, and assigned us to another case. Just when things were falling into place, the blunderheads in command come in and screw things up. Now we have to go and investigate ship disappearances in the Selka system. Who knows where this will lead?



ISBN0-931787-23-8 FASA800